

THE ONLY NINTENDO READ YOU'LL EVER NEED!

NINTENDO FORCE

100% FOR YOUR NINTENDO!

NINTENDO FORCE is an independent magazine and is not connected with Nintendo of America Inc.

In your face!



The Big Breakfast's Zig and Zag on life, the universe and Mario...



Crazy cartoon capers with...

Tiny Toon Adventures bouncing onto your SNES!



WIN! £3000 of prize pickings!

- 300 Game Boy bracelets and Speed King jaywalkers from Koolha!
- Bags of terrific T-shirts!
- A drum kit, guitars and keyboard!

On the prowl with...

BUBSY THE BOBCAT

in **Claws Encounters of the Furred Kind!**

FREE! BATTLE CARDS!

Merlin/Steve Jackson starter pack — see page 82 for more game details.

If your free Merlin Battle Cards starter pack is missing, please ask your newsale for them!



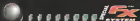
£1.99 (incl. P&H)
March 1993
0950-07001
NINTENDO FORCE
©1992 NINTENDO



THE GAME CAR

**MORE
LEVELS
ENERGY
LIVES
POWER**

**UNLIMITED
SPECIAL
EFFECTS**



FOR THE SUPER NES™
£39.99

Action Replay also works as an adapter so you can now choose from the huge range of 16 & 32-bit Super NES titles and play them from the Super NES console.



FOR THE GAME BOY™
£34.99

Look for the Action Replay logo on the packaging of compatible games.

©1995 DATEL ELECTRONICS. SUPER NES & THE FX SYSTEM ARE TRADEMARKS OF DATEL LTD. IN GREAT BRITAIN.



HOW TO GET YOUR ORDER FAST!
ALL ORDERS MUST BE PAID FOR IN ADVANCE.
DATEL ELECTRONICS
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 3RH, ENGLAND. FAX 0762 744262
TECHNICAL/CUSTOMER SERVICE 0762 744324

CALL AT OUR LONDON SHOP 702, TOTTENHAM COURT RD, LONDON, W1T 7EL (071 252 2222)

ULTIMATE BUSTING TRIDGE

WITH THE ACTION REPLAY CARTRIDGE YOU CAN
NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!!!!



Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay Cartridge for your SUPER NES™, NES™ and GAME BOY™ Console.

► So easy to use...if you can play the games you already know how to use Action Replay. Simply input any of the thousands of codes and bust your games wide open!!!



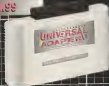
► With its unique built-in "CODE GENERATOR", you can actually find and create your own cheats. Its most useful for code updates. With this unique feature you have the ability to track the latest games as they are released. No other product can offer this!



► Now you can play your games to levels that you did not know even existed. This is the cartridge the sports fan.

ACTION REPLAY HELPLINE

INFORMATION AND NEW CODES
0782 745500 for the SUPER NES™
0782 745501 for the GAME BOY™
0782 745502 for the NES™
Line open Sun - 5:30pm Mon-Fri.
9:30am - 1:30pm Sat.



► Action Replay code works in all games on your old favourite Super NES console. No other product can offer this!

► Was announced through the real world channels from the major range of code updates and more! It is the only Super NES Code.



24 HOUR MAIL
ORDER HOTLINE
0782 744707

ORDER BY TELEPHONE
Tel: 0782 744707

ALSO AVAILABLE FROM ALL GOOD GAME STORES INCLUDING:



AMIGATED

W H SMITH



TOPS

WOOLWORTHS



NOW THERE'S
ONLY ONE PLACE
TO LOOK FOR THE
HOTTEST
GAME ACTION AND
FEATURES

The **7th**
International
**COMPUTER
SHOW**
Presented by
the
of the Computer Show
19, 20 & 21 FEBRUARY '93

DON'T MISS THE
ULTIMATE
CONSOLE AND
COMPUTER GAME
ENTERTAINMENT
EXPERIENCE!

FORCEFIELD

ZON

Britain's best computer
and console show
features everything you
need for your AT&T,
ACORN, COMMODORE
and PC computers -

**PLUS: THE VERY
BEST NINTENDO
AND SEGA
COVERAGE
ANYWHERE!**

Sponsored by

N.FORCE
100% 100% NINTENDO!

**SEGA
FORCE**

**COMMODORE
FORCE**

**amiga
FORCE**

Wembley Conference and
Exhibition Centre, Hall 1

Nearest Tube station - Wembley Park
(Metropolitan and Jubilee Lines)
3000 car parking spaces

The 7th International Computer Show

Major feature areas, Competitions,
Advice centres and terrific bargains

Everything for your Commodore Amiga,
Graham PC - Business, Education, Home,
Video and Entertainment

Interactive demonstrations &
presentations including all the latest new
products from leading manufacturers

Pre-purchase
your **FAST LANE**
tickets by 19th
February to save
money and
avoid the
queues!

**Ticket
hotline:
0726
68020**

Ticket prices
as the show
is:

Under 12's,
Students,
85's and
overseas: £4
(Identification
required)

In advance £5
On the Day £6

The International Computer
Show, 19-21 Feb 93,
Wembley Park, Wembley

Please send me

Fast Lane Tickets @ £5

Under 10's Fast Lane Tickets @ £3

I enclose a cheque / P. O. / Credit card details for £

made payable to
International Computer Show

Name _____

Address _____

Postcode _____

Credit Card No _____

Expiry date _____

OR please **0726 68020** to book with credit card



Westminster
EXHIBITIONS

Westminster
Exhibitions
Limited,
Sunny House,
34 Belm St.,
Kingston,
Surrey
KT1 1ER

All trademarks and
copyrights are
the property of
their respective
owners.

Into the game!

This is game-mad month at N-FORCE. We review more than 25 top new titles for the SNES, NES and Game Boy, and sneak a look at dozens more. If you want the low down on Nintendo games playing, step on in to the N-FORCE's game parlour...

game!

JOHN MADDEN FOOTBALL '93

Chris Hawley, TV sports commentator

It's a well known fact that when I'm out around the N-FORCE, I'm usually the play-by-play America football coverage. When Dick Duberg called to say that his guy, John Madden, was taking all the glory and even had a game of his own, I was nervous. So I had to get to whatever the book, but this is just what I meant. Hey, You! You! You!

SENIOR EDITOR — Mike Aris is in charge about Doug's way

STAFF WRITER — only review what you're a way

Neil Roberts, scientist

What better way to spend your day at home the constant ring of a bell. This point is in the great new book game 'The Four Adventures' — if any of the customers get a bit bored I can always threaten to 'eat them'! Now, who's for some more cereal porridge?

STAFF WRITER — only review what you're a way



Neil, scientist

When I said I was a great Star Wars fan, I didn't want to be out-digested by the Star Wars fan with Luke really Skywalker getting together at me. So, if it's the only way to appear in Star Wars, it's a start... and my legs straight!

COLLECTION EDITOR — Mike Aris is in charge about Doug's way

ASSISTANT COLLECTION EDITOR — what you're a way

Jim Lewis, scientist

I've always wanted to appear with a famous star, so when Mickey's Magical Quest appeared, the guys said they'd make my dream come true. I was in the magazine Mickey book — what I don't really was my name in the game and I was a bit of someone! (I hate that!)



Doug Green, wholesaler
The one game I've always wanted to star in is 'Super Wholesalers'. I'm not sure if it's the splendid game, the possibility of having a stomachache like the Hulk Hogan, or just all those hours getting highly paid for lying on a couch!

THE EDITOR — Mike Aris is in charge about Doug's way



Chris Kline, scientist

My dream is to be in '2000 Fighting'. If it was like, I'd get that awesome, winning punch, Ray, and I'd get to punch them to send her up to the Moon. You know, I'd like Chris' '2000 Fighting' and I'd like to punch what a fat slapper he is. There I'd love to punch and... oops, I'm getting carried away! lololol!



Clash, scientist

Clash! Clash, my hero! I wish I could be a professional boxer, but I must have been poor or probably. And let me tell you, it's around as many years as Clash, so I'd be able to say it 'Clash! Clash!' As for his great, I've been looking everywhere for me, but she they don't have a job yet so they have...

N-FORCE
TODAY'S NES, SNES, NINTENDO!

Phone: (0244) 879491 Fax: (0244) 879494
Postal address: N-FORCE, Business
Impact, Ludlow, Shropshire, SY16 1JH



WOW DO YOU DO FOR THE REAL GAMES!

#9



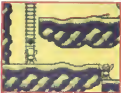
Bubsy the Bobcat

The coolest cat you've ever seen bounds onto the scene with bags of animation and speed! And they say this is going to be the answer to Sonic 2! Use the special cat tap and pounce over to Page 14 for the full lowdown!



Yoshi's Cookies

The green dragon with a taste for biscuits has put on the oven gloves and joined up with his little baker mate. It's up to you to make sure nothing gets burned and that the tea isn't left to get on this — grab a mug of tea and pounce over to Page 12 for a full review.



Humans

Intensions talk without a brain cell between them in one of the most imaginative games to hit the Game Boy this year. Help these ion-clothed lunatics learn about life, the universe and how to switch on the microwave. For heaps of headaches and taught teeth, see to Page 44 too.

Featured!

8 Zig & Zag!
The 20-second brain-buster puzzles you've never seen before. It's all right with you, because it's on the NEW GAME!

38 RPG heaven
The Japanese on road for their Master of Mysteries to investigate the phenomena of the Mysterious — in Japan.

48 Get stuffed!
The lucky rabbit had a great time at his Christmas party — here are the pointers to prove it!



8 News
Scandal! The fall low down on the dodgy Games Boy companies that are sweeping the country.

14 Freshly Baked!
Exclusive peeks at 2Dino on the Game Boy and some great new releases.

28 Compo
Who doesn't fancy a Game Boy holder or a trendy speed King pinball country of Kanto.

48 Another compo!
Everybody wants one! No, it's not a Porsche, it's an N-ROCK! glory bag!

49 Ace's High
Pete's brain buns get mouth with guides to Out of the World, Road Runner and Mickey Mouse. The hundreds of tips for Game Boy and all games.

61 Chart Toppers
A new look for the King Chart you'll down the counts. Japanese and American charts too!

Regulars!

Game sizzling action for March!

Line-Up

JAPAN'S RPG EVOLUTION



73 Kuddly Konix!

Are the latest pet manuals from one of the leading manufacturers of Nintendo and Game Boy bits yours?

82 Battle Cards

Wondering what exotic things lurk in the form of the magazine next? Turn to these pages and all is revealed.

62 The Yank Tank

The magazine from the States fills you in on everything American. Oh, there might be a few games in there, too!

64 Six of the Best

Have you got any friends? If so, check out Six of the Best and two-player games.

85 Shorts!

There are no more games among us! It's time to cover them all. Not any more! Check out the new N-FOUR! short reviews.

88 Subs & winners

Like what you see? Well, why not get yourself a year's supply of N-FOUR? Or you could always opt out.

90 Junk Mail

Take a look inside our bulging post bag, plus your very own Nintendo spy unit! — Nick Tibbitts

94 Hyper-Zone

The ultimate accolade in the gaming world — your name in the N-FOUR! hall of fame!

96 N-Mart

All the trials and tribulations of a humble salesman selling the old consoles (as well as

98 Next Month

Take this issue, turn it upside down and hey presto! A totally different magazine! Alternatively, check out what's in the next N-FOUR!

Super NES

- 14 Bubsy the Bobcat
- 24 Tiny Toon Adventures
- 30 NBA Basketball
- 34 Spiderman & The X-Men
- 36 Joe and Mac 2
- 40 Cybermator
- 68 Sküljagger
- 70 Test Drive II
- 76 Fatal Fury
- 76 Best of the Best
- 78 Drakken
- 80 Pro Quarterback
- 80 NHLPA Hockey
- 85 Populous
- 86 RPM Racing
- 86 Fist of the North Star
- 87 Astral Bout
- 87 Super Batter-Up

NES

- 42 Talespin
- 46 Chip 'n Dale Rescue Rangers
- 72 Yoshi's Cookies
- 85 Quattro Sports

MICKEY'S MAGICAL QUEST



Game Boy

- 44 Humans
- 68 Crash Dummies
- 70 Titus the Fox
- 72 Yoshi's Cookies
- 75 Max
- 78 T2: The Arcade Game

Coming your way

Keep your eye on those shelves and start saving that cash cos there's some hot games on all three formats headed your way...

NES

Parental Pleas
Private Wars
Advance Family
Dance Brothers
Boots and Balls

Out now £16.99
Out now £20.99
Out now £18.99
Spring £20.99
Out now £19.99

Down
Down
Down
Down
Integrated

Game Boy

Toss the Fox
Adventure Island 3
Lordsinger
Big Wars
Advent
Mia

Spring £9.99
Spring £14.99
Out now £14.99
Out now £13.95
April £14.99
Out now £14.95

Down
Nintendo only
Down
JVC
Integrated
Integrated

SNES

Master Control File
Castles
Lethal Weapon
Br-Mix
Punchy's Revenge
Prince of Persia
Battleship
Best of the Best
South-Willy Kelly

Spring £14.99
April £14.99
Spring £14.99
Summer £14.99
Spring £14.99
Out Now £14.99
Out now £14.99
This month £14.99
This month £14.99

Human
Down
Down
Down
Down
Down
Nintendo
-

* Coloured prices to be confirmed.

These lists are indicative from the composite and therefore release dates may change between here and there. Remember, these are official release dates in the UK - you can buy many of the carts earlier from importers advertising in *N-FORCE*.



Hand held heartache

What looks like a Game Boy... costs £13.99, and plays like a crap stick of rice? The Game Child from a company called Media, is the market just before Christmas.

It's crafted to look exactly like the Game Boy to fool the unsuspecting, and is basically a simple LCD game writer to the cheap from the early 80s.

The Game Child is just one of a number of cheap Game boys attempting to cash in on Nintendo's popularity.

There are also a number of budget Game Boy carts containing multiple games which either don't work or are poor quality. Some have been exposed

by customers, but many still make their way to the shops.

According to FAST (the Federation Against Software Theft), counterfeiters are taking up all over the place.

We recently seized and destroyed 14 copies of fake game set for sale in London's east central marketplace Robin Lawrence.

Customers are being warned into paying for 'auth'.

Mr Lawrence told of one dealer selling Game Boy cartridges supposedly containing 250 games for £200 - it turned out each level had been cloned as a separate game!

THE BIG BREAKFAST

MASTER BLASTER

'I AM THE LOCK KEEPER!'

Our very own NICK ROBERTS does toast, marmite and Mario with The Big Breakfast's very own Zig and Zag...

Nick, Ohh, yeah, I know you're alone... when did you actually land us breakfast?

Zag: When we got out of Sognable bar. That's our town, my boss you didn't know.

Zag: It was on pepper, that's what that makes you, marmite. That's how our Sognable runs, fully-pumped (Sweet Peas).

Zag: But since you don't have pepper in Sogn, we'll be peeing him to a white.

Mick: I can't quite get an eye on you, how are you, my tooth?

Zag: There's no eye on Zag.
Zag: You got my night, I'm taller than Zag at the moment. It's 3 feet 7.

Zag: Only 3 feet 1 and a bit. That makes me a package (BAMBO).

Zag: Cook's Day, when the same height (Cook's in a full bar later).

Nick: You got me full of beans! Do you have any feelings?

Zag: I collect celebrity toasts. My most prized toasts are all of these (Mick's) (Mick's) (Mick's) (Mick's).

Zag: Cook's the hours I spent attending my belly-button full collection. Excellent hobby!

Nick: What I'm dying to know is, how did you get to be on The Big Breakfast?

Zag: Not long.
Zag: Not more. (Zag, who's best?)

N-FORCE HOTLINE

0584 875851

N-FORCE hotline with such a success, we've decided to expand the great events. We're looking for over 200 calls from parents with questions from 'Why John Mack is never depressed?' to 'Why Alan 'Gavin' Beck?'

The great hotline runs from February 12 to 19 (9-5pm). We offer advice on all your gaming needs and any other title problems in to discuss via 0584 875851 or give us a call. The number is

0584 875851

Kart racing into '93

Bundles are rubbing hands with Nintendo following massive sales of Super Mario Kart. Apparently over 100,000 carts were shipped into Britain before Christmas.

Super Mario Kart, proving to be one of the most popular video games

hit number three at the all-formats chart within two weeks of being released.

Bundel is confident of being at the forefront of cartridge sales in 1993, expecting 45 to 60 per cent rise in the shops by the end of January.

"We're filling out the range as quickly as possible and we're bringing out some big titles," said Bunde.



Generous Germans

In these recession-hit times (ahh,ouch!) it's good to know that there are places you can rely on for money and services for carnot tell their own jobs. A couple wonderful, if you have to travel to Germany to

purchase itself. A few cars with loads can be placed up for approximately 100 DM (about £70) and across the Diesel 7 liter tank for around £30.

It's not to use European economic unity and might impact policy working to the benefit of our jobs. Thanks for nothing, German! Well, not 'til we're going to Hamburg for our holidays this year!



Wick: I think presenter Chris Evans is quite funny. What's his like to work with?

CG: Chris is our God. He brings us an orange.

CG: I was in Hollywood, Summer '80, meeting in with Gene Davis in SoCal, when I got it showed on the radio. The guy said, 'My name is Chris Evans, we want you on the big breakfast.' So I said, 'Geezus, gotta catch the flat eye in Manhattan.' So I picked up 20 over at Luke Perry's house, portable bag, and here we are.

Wick: What do you enjoy most about your computer work on a Monday morning?

CG: Saving the new games before there's in the shops. It's OOOOOOOOOOOO!!!

Wick: Kart you played computer games before you landed on Earth?

CG: Yeah, and GamePlayin'—but only when I'm on my own.

Wick: And if the comedy are telling to you?

Wick: A funny laugh one this. Tell me which is your favourite comedy, the Mega Drive or the Super Nintendo?

CG: Both are equally good. 'Course, it depends on the format.

Wick: Okay, so what are your favourite games on the Mega Drive?

and SNES?

CG: Sonic 2 and The Addams Family. Super Mario World's great too.

Wick: What's the better gameplay?

CG: I think that's an obvious one. 2D. Spoons come first under the sun 'n' moon!

Wick: Look, mate, I'm sorry for you. I've got to live with him!

Wick: If I was just half in, do you think console mania will catch on in '93?

CG: I've got a friend called Colin and another called Dennis, they like using the mat.

CG: Answer the question, young man. Never mind. It's already caught on at home in '92. We've got SNES and 2834343434. But most popular is the 3034 343434 3434 and 333434 34343434. It's about gardening. Hedge trimming's big in '93.

Wick: Oh, are just one last question before I leave you guys. Would you both like to star in your own comedy game?

CG: Paul and Mark are brothers and he lives beside the city cinema.

CG: Sorry about 20, everybody. Spending for both of us, we place in etc in our own console game. Maybe we'd call it The Search for Sign Bits.



Bad breakfast?

It's been announced that TV computer show *Best* influences is to have a weekly slot on the G4TV new daily broadcast show, presented by video guru, the show goes on at 7:30 am every Thursday and will be jam packed with tips, reviews and contests.

The Master grows and grows

General 4G Gamesmaster computer show is reportedly getting even more popular, pulling in its highest rating ever. Christmas, everybody's IT memory palace, still puts it well on the way to being the most popular Games & programs.

Goodies galore!

It had to happen to some poor N-FORCE reader. Just as he was getting ready for Christmas, Andrew Bradley was bombarded with a fabulous list of goodies including magazines, T-shirts, books, games and peripherals.



N-FORCE Christmas and winner Andrew Bradley (see) have this to get the ends of his face close to his prize in our comp...

The Max factor



You might notice that the word *maximize* is this issue is written by a game fiend called Max. The fellow is the long time author of service guides whose available expertise will help you make maximum use of dollars and the endless power of variable paper. The best way to do that, to think like and maximize your N-Force magazine, and that's why you're reading this. Max, Max.

What? Because the world's best racing N-FORCE and naturally without winners to two — being the winner of our Big Budget Book Christmas Games probably helped us too.

Anyway, who is Max, anyway? All the questions go by and who chooses from hundreds of awards. He says it is the first computer he has ever won and that his Christmas was one of the best ever.

Congrats Andrew, and enjoy the stuff.

Let the show go on

Historical March 17, announcing \$ for us starting early time (to April 12) in the *World Electronic Games Show* at South Coast. It's the gift of electronic gift-giving, the latest console may unveil their race for 10 from top manufacturers and retailers.

Role-playing obsession

Nintendo is enjoying another popular year in Japan. Three third-party titles are likely to knock up game sales to over 2.5 million by the end of the year. Not surprisingly, *Street Fighter 2* is one of them. The other two might be less familiar — *Dragon Quest V* and *Pink Panther V* are not exactly famous names either, but the anniversary is one of the titles of the Rising Sun.



Gaming live

If you're a Nintendo game fiend, get September 10-20 in your diary now. The event? The Live '93 Consumer Electronics Show in London, featuring some of the best console games of the year.

Between 100,000 and 170,000 people are expected across the five days and among the exhibitors will be Nintendo.

Amused: Sony, British Telecom and of course us! That's right, the N-FORCE crew will be there, playing games, holding competitions and answering questions. Throughout the show, live! It'll be situated in a big games gallery housing a number of latest releases, CD-i demonstrations, virtual reality challenges and game-playing real.

According to Live '93 organizers, response to the show has been fantastic. It's been excellent — every week something new happens!

Nintendo will be setting up a huge games area, in the grand gallery with sales and all the latest consoles on show.

Live '93 at Olympia? Well, sure you're there if September isn't your game, but the biggest computer event yet!

Fast fighter too

Even though the sales of the Super Famicom version of *Street Fighter 2* reached 2.2 million in the first year since its launch, *Street Fighter 2* continues to do strongly well in the Japanese market. The latest incarnation, *Street Fighter 2 Turbo*, has just been launched. Essentially, it's a speeded-up version of *Street Fighter 2 Turbo* — Turbo gameplay is claimed to be 85 percent faster. New power moves are featured including a staggered Fighting Thunder Attack by Blanka, a *Street Fighter* move by Chun Li and teleportation from Chameleon.

More when we get it.

Maximum overdrive

One of the best racing games ever looks set to get better with the release in June of *Top Gun 2*. This classic will still feature frantic, space-war, two-player action. But new titles include whole-screen display in one-player mode, adverse weather conditions, junctions in the roads, more serious physics and laser-guiding. We can't wait and be sure when it hits our shores N-FORCE will be there first.

Alien advance

There are some big lines between the two years of the gaming fiend! Due to hit the streets this month on import from Japan is the long-awaited *Alien vs Predator*. It's a great chance and an excellent match for it — if the space game N-FORCE got of the game is anything to go by, this is one to keep an eye on. Get a load of the cover of the upcoming best-in-show issue and check the next issue of N-FORCE for its exclusive review.



BAD
influence!

BAD influence!



the hottest games reviewed

BAD influence!



BAD influence!

Nam Rood's hints and tips



BAD influence!

BAD influence!

massive competitions

BAD influence!



BAD influence!

complete player's guides

BAD influence! BAD influence!



secrets of the TV show...



BAD influence!

BAD influence!

...and much more. Issue two on sale January 28

BAD influence!



BAD influence!

CES SHOW REPORT

The Consumer Electronics Show in Las Vegas last month was a blitz of new Nintendo games and products. Marshal Rosenthal reports...

Thousands of people, stay presentations and some of the hottest games you're likely to see this year — the Vegas Consumer

Electronics Show was the place to be. Nintendo turned it on big time with sneak peeks of what they hope will be the big ones for 1992 — Zelda for



Star Trek: The Next Generation was just one of the games featured at the Las Vegas CES. Still under development, it's going to be one game to keep an eye on.

the Game Boy, Year's Coolest peripheral and Play on the net.

The game which stole the show was Nintendo's first custom FX chip game called Star Fox. It's a 3D space-oriented flying sim boasting some of the most amazing graphics to arrive on the box, and although licensed titles to develop you — definitely one to keep an eye out for.

The Legend of Zelda: Link's Awakening on the Game Boy follows closely behind. It's a lot of new characters as Link moves through a world fraught with dragons, snakes, secret dangers and all the good stuff we've come to associate with Zelda games.

Spectator Holobyte's Star Trek: The Next Generation is still under development but looking cool. Enteran Pictures for both the Wii and the cell (you had to drag me away from the box version) and Rock and Roll

facing from *Interplay* for the next has some of the most delicious music ever put on a CD.

The list is never ending — over 100 Claymation is a stoppage oriented platform, rock-blasting action with two Nintendo is one to look forward to, there's The (the latest) Banoff offering, and a mouse-driven adventure which we'll have more of in following issues.

Tap. It's sure going to be a big year for Nintendo games.



Where's that CD gone?

Any consumer who's read the big, unexcited Nintendo CD reviews was early looking at the Las Vegas CES. Obviously due in August this year, it seems the machine won't be ready for some time yet.

Apparently, Nintendo has decided to opt for a powerful audio-style 30-MHz drive for their CD, and are still negotiating with electronics companies about how it will be built.

Sega's CD drive won't be able to be Christmas last year and appears to be willing wait. I was thought Nintendo would try to follow Sega's lead as quietly as possible, but games players may be a bit of a wait.

Epilepsy puts game playing in the spotlight

Can video games really be dangerous to your health, or are the newspapers making a big fuss about nothing? We take a close look at the issue...

Nintendo speak out



The epilepsy issue has brought a rare press conference from Nintendo President Hiroshi Yamauchi.

'This is the first time we've heard of this anyone dying from video games. It is important that the matter be medically studied. Tens of millions of Nintendo game machines have been sold throughout the world with countless people using them over a lifetime span of time.

'Up to now we haven't experienced major medical problems. If our game machines were truly as bad, we would have gone under a long time ago.'

Newspaper stories about epilepsy for children playing games have spread up a storm both in Britain and Japan.

Following a front page story in The Sun last month, headlined 'Nintendo linked to evil', the Government, Nintendo and several games and magazine publishers have ended into the debate.

According to the papers, numerous games players have suffered the after playing Nintendo games. But publishers say blaming games is unfair, and Nintendo says the warning to epileptics on their products are clear.

The British Government has ordered an investigation into the issue, and the Japanese Government plans to do the same.

Despite all the hype, it appears clear that danger to most game players is practically nil — there is only a small percentage of the public which may be affected.

Said Derek Medlin, chairman of computer magazine publishers Computer Express: 'The stories are irresponsible. We feel we have a duty to game players and parents to set them straight.'

Even the British Epilepsy Association has expressed concern at misreporting of the issue and has set up a helpline for parents who want information. The contact number is 0345 300099.



N-ratings explained...



Party of cute characters and platform action in the forthcoming two-adventure ClayFighter.



Gunns! Garbage

As an driving action, Gunns! has the real fun.

As for the fun, we're all hooked in the office this month... I can't stop talking about it.

It's a great and funny game to be sure, but the other cool thing is that it's a great and funny experience and it's all due to a game called Gunns! Garbage, which is a game of... well, garbage. It's a game of... well, garbage. It's a game of... well, garbage. It's a game of... well, garbage.

As for the fun, we're all hooked in the office this month... I can't stop talking about it. It's a great and funny game to be sure, but the other cool thing is that it's a great and funny experience and it's all due to a game called Gunns! Garbage, which is a game of... well, garbage. It's a game of... well, garbage. It's a game of... well, garbage.

As for the fun, we're all hooked in the office this month... I can't stop talking about it.



Back 'N' Ball being after hours of speed and balls — look out for the late this year.

The facts

This is what the experts say:

- Video games do not cause epilepsy, but can trigger a fit in someone who already has epilepsy.
- Most cases of fit are people who suffer from photo-sensitive epilepsy (when fits are triggered by flashing or flickering lights or screens).
- Photo-sensitive epilepsy is most likely to hit 4-12 year olds and females. The risk reduces with age and only around one in 1000 suffer from it.
- The risk can be reduced by not playing games for too long, sitting at least 2.5 metres from the screen, keeping the screen brightness turned down, leaving room lights on and using smaller screens.
- Epilepsy is not contagious or a sign of mental illness or handicap.
- Children, flashing door lights and even leashed white dogs as roads have also been known to trigger epileptic fits.
- Game boys and other LCD games are highly unlikely to trigger fits. Built-in screens and bags can actually warn you if your game playings.

Regulars! 99

SNES ▼

Reviewed! 99

NES ▼

Reviewed! 99

Game Boy ▼

Reviewed! 99

Tips! 99

Featured! 99

Quality Burger
Ten years your
They love the hot
feeling only quality
at those not coming
up to scratch!



N-RATING

Visuals 91

Sound 87

Playability 91

Lastability 92

Force 91



The Best game which
we've ever had!
(our only)

Visuals
How the game looks
in terms of art, graphics,
life screens, scrolling
and backgrounds.

Sound
The way and sound
effects — and
whether they are added
to the game or not.

Playability
How easy it is to play
and understand, and how
difficult it is to play.

Lastability
Does it offer a strong
challenge and does it
hold your interest? How
addictive is it?

Force
The overall rating of
the game — an
average of what both
reviewers thought of it.

SNES



BUBSY THE BOBCAT

IN CLAWS ENCOUNTERS OF THE FURRED KIND



Have we got a tail for you! A story of mice, fur balls and kitty litter. NICK takes a look at what's being dubbed as Nintendo's answer to Sonic 2...

We've all heard of Sonic the Hedgehog. Mario and James Bond, but who on earth is Bubsy the Bobcat? Well, prepare yourself for the latest evolution

in classic platform games — a new adventure with mice, yarn balls and cheese wheels galore!

Total chaos breaks out when an extra-dimensional spaceport runs out of

fuel and crash lands on Earth. The aliens are called Woolaes and their shiny high-speed engines need yarn balls to blast off — so much for the advanced technology of space if the Woolaes don't find yarn fast, they'll never see their home planet. Yay! or their twin Queens, Polly and Duffie, again!

The Woolaes hadn't counted on any opposition from planet Earth, but Bubsy the Bobcat has other ideas. He won't give to give up his wool collection for anybody!

Sonic boom

In classic Sonic style, Bubsy flies and twirls around the sprawling landscapes to collect all the yarn balls he can find. There are many houses, hills and caves to explore and if he runs out of ground, a tip of the eyed glove Bubsy to earth with all the grace of a pregnant peacock.

Woolaes appear from every direction in a deep scale attempt to stop this wooly cat. In his bid to escape, Bubsy often plunges into other enemies such as mine carts, cool gremlins and busy beavers. Each hit takes one of the cat's three lives — and I always thought they had nine!

World domination

Five worlds, each with three stages full of yarn balls, are crammed into the huge 10-meg cartridge. There are also a multitude of hidden power-ups, bonus rooms and special secrets to discover.

Bubsy the Bobcat is the latest and most intricate character to star in a twin video game. Acclaim's new 16-BIT FORCE an intricate part of some of the best-looking action from Bubsy's world and we loved every second of it. Keep your eyes peeled for a full review drawing. It's way to these pages soon!



Hey Mr. Beaver! Why don't you just stop becoming proud and relax with a Bubsy game in your hand! For free chocolate donuts for this review weekend!



Crazy cars are everywhere in the first few levels. Pity Bubsy can't drive!



This is the game or there or scale (SM)? Oh, please yourself!



The sleek, steep wires around trees that just look real but aren't. They can't hold such massive and change yet whenever something walks a level of them. Baby can't take them but a leap in the right direction helps him out.

OBCAT



All the fun of the 1980s with a twist in the theme park level in the roller coaster ride. Baby is jumping on it any time he can't try his at all and take a risk to another course of the game. Get forward! Sometimes the tracks are out.



Flying through the air with the greatest of speed. One of the highlights of Baby is the gliding scene which can help him over tricky situations.



These cool Wonders are perfect! These little birds, duck, cycle with their feet, but these wheels and go like in the new when they have super powers...

WOOLLY WONDERS!

As games complete without a single set of obstacles, in the world of Baby the Woolly the alien invaders, the Woolies, are in for a hard time. Having arrived on earth from Raper, they are on a quest for your help to power their spacecraft back home.

With their pulled-out cheeks, slim tentacles and big noses, they look like the Dogs better than the humans. But in a pack they are a pain in the face, Baby soon puts a stop to their game! Watch out Woolies! — Baby's coming to get ya!



Baby the Woolly is not just a simple platform adventure — there are huge of different scenes and levels to master...

Stick on a rock with a Woolly is no place for a ballist! Perhaps Baby should look for a different path to take...



All the fun of the 1980s! The main attraction in the theme park level is the roller coaster ride. Baby can go



Baby's new coat will be more great you read and enjoy! Watch the page...



Fortunately, you're fly-by-players to bring out, but not for Bubsy. The alien and robot are highly dangerous. One wrong move and he loses one of his three lives!

Can, what's that? Collect 10 items for extra lives — they're not as handy as our N-FORCE ones!



Bubbing along...

Available from the developer of *Bubsy in the Outback* since December 1991. In fact, first, the game has been through many stages of development, beginning with character sketches by American comic, Ken Maclean and more recently, computer-animation and illustration.

In the finished form, *Bubsy* is a cool-as-ice bobcat character in designer outfits. He looks inside an enormous room on his TV-set, a soft-assured grin and the curled side eyes you've seen here. What sets this game apart from the rest, is the detail of Bubsy's movement. There are over 90 animations showing the hero help in action — 13 of these are for each sequence alone! These hilarious run-moves include Bubsy being startled like a balloon, getting pulled like a balloon, getting squashed flat and going down with his ally.

Chatter box!

Another neat touch is the way Bubsy interacts with the player. First, you learn the right Bubsy is one of the first characters to be given the job of speech. Throughout the game, a host of different lines can't cut off into unbridled chaos — he'll only follow!

Animals USA have thought of everything, right down to an animation where the character can brook on the TV screen if he seems to be too long. We can't wait for a whole edition and you can be sure, on top, on the final touches are made, we'll be reviewing it.



Artist Ken Maclean spent months drawing dozens of different expressions and poses for Bubsy, so you can see from these original sketches he's done a great job of giving Bubsy a cheeky personality and adding a certain feel to the action.



A big cheesy grin from the only bobcat that counts!



Doing over the top of some explosive events being a life!



The game is huge and breathes ahead of the competition!



There are hundreds of houses of animation in the game.



Smoking from one twin roof to another in a triddy basement!



Hey you! Leave the game alone for a while and Bubsy tops on the screen!



Kill all Bubsy in the water and he does a water's hot and cold!



Water and rats don't read. Now Bubsy tumbles down the rapid!



Falling too hard into the ground turns Bubsy's weather panel!



THE MAX FACTOR

Whether you're in the early days of the video game era or the "golden age" of the 1980s, you'll find the excitement of playing video games with the timeless giant Max Factor available on the Game Boy™. The Max Factor Game Boy™ is available for your Game Boy™.

AVAILABLE FOR YOUR GAME BOY™

THE GAMES WILL BE SEEN WITH GAMES WELL WORTH SHELLING OUT FOR



THE GAMES WILL BE SEEN WITH

THE OFFICIAL LICENSED VIDEO GAME PRESERVER

SUPER NES™ VIDEO GAME PRESERVER 3 PACK

Builds SUPER NES™ Cartridge and 30 page instruction booklet. Available in a variety of colors. PRICE \$4.99 per pack



Nintendo

THE ONLY VIDEO GAME PRESERVER!



AVAILABLE FROM BOXTAPES UNLIMITED

NINTENDO™ 8 BIT VIDEO GAME PRESERVER 3 and 5 PACK!

Specialty designed Video Game Preserver protects the video game cartridge from moisture and dust. Constructed of prime quality grade high impact material for durability. Ample room for the instruction booklet. Available in Clear (3 Pack, \$3.99 per pack) or a variety of colors (4 Pack, \$4.99 per pack).

THE ONLY VIDEO GAME PRESERVER!

THE ONLY VIDEO GAME PRESERVER!

ORDER FORM

Qty. Please send me the following:

- SUPER NES™ VIDEO GAME PRESERVER (3 PACK) @ \$4.99 per pack
- NINTENDO™ 8 BIT VIDEO GAME PRESERVER (3 PACK) @ \$3.99 per pack
- NINTENDO™ 8 BIT VIDEO GAME PRESERVER (5 PACK) @ \$5.99 per pack

*Minimum order

Signature _____ Name _____
 Address _____
 Post Code _____ Tel No. _____

Total Price _____

POSTAGE & PACKING

\$1 FOR FIRST PACK PLUS \$0.50 PER EVERY ADDITIONAL PACK

Sub Total _____
 plus total P&P _____
 Total due _____

I enclose cheque/postal order made payable to BOX TAPES UNLIMITED for £

We seek no payment: 0534753, 0464576, 48 Darnley Road, Woodhall Green, Essex, SSG 8EJ. Please allow 14 days for delivery. Subject to availability. 1992

The latest games straight from the oven

Freshly Baked!



LINK'S AWAKENING

THE LEGEND OF ZELDA: LINK'S AWAKENING

LINK'S AWAKENING

Link's back again and this time he's kept the four-way cart and battery back up inside his Game Boy adventure in stunning prospect

Nintendo

Link has been adventuring on the sea and seas for years in the amazing The Legend of Zelda series, but now Game Boy owners are to have their own version of the best-selling role-playing game.

The Legend of Zelda: Link's Awakening is a huge four-megabyte cartridge with a battery back-up. It's full of the character's inside humor. In the seas and sea games, but there are a bounty of new surprises in store for all budding adventurers.

The game was revealed at the CES (Consumer Electronics Show) in Las Vegas, USA, last month. It is the first time the Zelda saga has been brought to the Game Boy. And all indications are that it's going to be huge.

Check out the news for more goings from the States and stay tuned to these pages for more information as we get it — this is going to be a hot release!

KIKIKAIK



Nintendo

The latest weird and wonderful game to come out of Japan is a two-player

adventure called Kikikaiik. Much in a similar style to the classic The Legend of Mystical Ninja, the two way adventures, a ninja and a monkey, charge around the swirling levels, picking up power-ups to boost their health and fire power, and avoiding the on-screen barrage of fire from the wacky enemies.

Nifty ninjas

The game is a visual delight with superbly detailed backgrounds and great animation. The Japanese are renowned for creating unusual console games and this is no exception.

Monkey umbrellas, cute monkeys, forests and a giant octopus are all

Three playing cards at its core-based umbrella. The speed and strength of the attack depends on power-ups collected.

KIRBY'S DREAMLAND



Nintendo
You may have heard of Kirby, the a-churlig little ghost from the Game Boy romp Kirby's Dreamland. The handheld game is so successful, Nintendo have decided to

produce a full version — a test we can see what Kirby looks like in colour. Follow the lovable apparition as he floats through a world bricking with cute graphics and funny antics and cool animation. Levels are linear with entertaining animation sequences

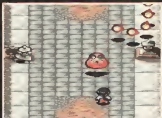
showing Kirby gulping and putting on his floaty, rare and flit through the adventure. The new game will be floating down onto a console near you very soon. The Game Boy version is available over an US import.

The shabby little ghost has three lives to get through a variety of scenarios. Get extra lives by collecting ones. Ahem. Ghosts and water don't mix very well. Kirby takes a deep breath and navigates the sticky watercourse level.

AI NINJA

out for blood. The single fights them off by throwing playing cards and deflects enemy blows with what look like slash-knives! The ninjas are armed with deadly leaves and protecte himself by sucking his suit

This hot game is going down a storm in Japan and should be available in import any time now. Watch out for a full review in next issue.



This mid-level boss chucks out many enemies. Quickly shoot them and when they're all dead run across the screen in the direction of the brackets.



The straw basket tied with a red ribbon leaves a power-up. Blast it open and grab the contents quickly before the fall of the bridge sends you.



The first level boss throws stones, then rolls up in a ball and charges at the unsuspecting player. Don't hit him!

EXHAUST HEAT



The green light is on, so it's time to blast off. Don't accidentally run the grid or else you wheel spin and lose power going into the first bend.



Using 3D and Mode 7 effects, Exhaust Heat II creates a 17-Demo-style look. The rider (left of screen) shows the track shape and current race position.

THE BIG NEWS

The big news for F1 fans is Exhaust Heat II, the sequel to last year's excellent Grand Prix-style racer. It's a 3D work, incorporating all new Super FX capabilities and more realistic handling and increased graphics. The promise is to be the best in the world, not just a 3D F1 game.

There are 30,000 supercar permutations in the game, from Chevy C and F 1000, to Formula One, where you'll race

against the world's best, including Nigel Mansell and Ayrton Senna. Each sporting driver and car has individual skill and performance levels, so you'll feel real strategy picking up teams for F1 seasons. There are 20 championships, or 200 on your own. Hello—The Road to F1 Sega.com

CHESTER CHEETAH

TOO COOL TO FOOL

When you're a cheetah, you're a cheetah. You're fast, you're cool, and you're hungry. In a cartoonish, 3D story about a young cheetah named Chester, Paul Ghera and his team bring out of the cage and into a world of fun and fun in the wild way possible.

Chomping cheetahs

We had a sneak peak at this colorful platformer and were very impressed with its distinctive graphics and hilarious parody of Frogland.

The race of red cheetahs, complete with fast cars, grades and electric guitar, parades its one main cat. On his way toward the end, Chester completes each stage by using his hidden skills with his beloved duct mobile—a motorcycle, actually. It's a fun, prosaic or a large hole, with a ring around in a bubble. It's a really funny, but there's nothing of game 101.

There's plenty to do and things to notice — one is worth for



We spotted a hole the first time left through man hole covers and into the city arena — great little easter egg.



The fast but funny movement Chester takes fine and faithful delivers adventures to games in electric guitar. I can remember some moments that while he is playing, but you automatically want out — that's made them to change to make better!



The busy screen shows Chester standing behind, while the red ducts with the grey wheel and on a narrow rim, make Chester's mistakes.

**SUPER NINTENDO****★ DESERT STRIKE £44 ★**

Amazing Tennis	£42	Road Runner	£13
Battle Nightmares	£42	RoboCop 3	£44
Battle (R.O.U)	£43	Smash TV	£48
Best Of The Best	£43	Soulblazer	£43
Bikers Brothers	£43	Spiderman & The X-Men	£44
Chuck Rock	£42	Street Fighter II	£24
Contra III	£42	Stuka Gunner	£42
Dungeon Master	£48	Super Adventure Island	£42
Extra Innings	£48	Super Bowling	£42
Final Fight	£48	Super Double Dragon	£44
George Foreman Boxing	£42	Super Ghouls 'N' Ghosts	£42
Gunforce	£42	Super Soccer Champ	£42
Helm	£41	SUPER STAR WARS	Call
Irish Skins	£41	Terminator	Call
James Bond Junior	£41	Top Gear	£20
John Madden '93	£42	Tom & Jerry	Call
Maric Kart	£42	Toxic Crusaders	£42
Mickey's Magical Quest	£32	Turbo TV	£44
Mystical Ninja	£48	Ulti Squadron	£42
N.C.A & Basketball	£41	Wheel of Fortune	£52
NHLPA Hockey '93	£42	Wing Commander	£48
Out Of This World	£43	Wings 2 (Ace High)	£42
Prince of Persia	£44	Zelda 3	£42
P.G.&Golf	£41		

GAMEBOY

Gameboy Deluxe Systems
Gameboy & Tetris & Link Land &
Headphones & Batteries
Special Price £20

Super Mario Land 2	£8.00
Berlie	£2.00
Bart Vs Juggerneut	£2.00
Batman Return of the Joker	£2.00
Bikes Brothers	£2.00
Double Dragon II	£2.00
Dr Franken	£4.00
George Foreman Boxing	£2.00
Humans	£4.00
Incredible Crash Dummies	£2.00
Looney Tunes	£2.00
Joe & Mac	£2.00
Little Mermaid	£4.00
Prince of Persia	£2.00
Side Pocket	£2.00
Speedball II	£2.00
Super Off Road	£2.00
Star Wars	£4.00
Swamp Things	£2.00
Terminator II (Arcade)	£2.00
Tom & Jerry	£2.00
Top Gun Guts & Glory	£4.00
W.W.F Superstars II	£2.00
Xenos 2	£2.00

Super Kick-Off *SPECIAL PRICE* 10.00



ALL TITLES USA UNLESS OTHERWISE STATED

UNIVERSAL ADAPTOR UK USA/JAP £14.00
PLAYS SUPER MARIO KART
& FLIGHTWINGS - NO PROBLEM
ACTION REPLAY ADAPTOR UK USA/JAP £30

GAME GEAR

Sonic 2	£5.00
Alien 2	£5.00
Bart Vs Space Mutants	£5.00
Batman Returns	£5.00
Chuck Rock	£2.00
Convict Holyfield Boxing	£4.00
Indiana Jones	£2.00
Lemmings	£2.00
Predator 2	£2.00
Prince of Persia	£2.00
R.C. Grand Prix	£2.00
Streets of Rage	£2.00
Super Off Road	£2.00
Super Smash T.V	£2.00
Tetris	£2.00
Terminator	£2.00
The Humans	£2.00
Xen Battle *special price*	£2.00

CALL 081-471-4810
FOR
ALL DISCOUNTS
ON
YOUR FAVORITE
SOFTWARE
AND
PERIPHERALS
AT
ONLY £2.00 PER
ITEM
OR
£4.00 PER
ITEM

IF YOU DON'T SEE THE GAME YOU WANT CALL!!!

ORDER FORM

ENTER 1 CALL ON 081-471 4810 (10 LINES)
OR 2 ... RLL THIS IN

NAME Mr/Mrs/Ms _____
ADDRESS _____

GAME	PRICE	PL/P	TOTAL
GRAND TOTAL			£

POSTCODE _____
PHONE _____
C/CARD
EXPIRY DATE
SIGNATURE _____



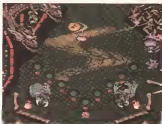
JAKI CRUSH

■ **Reset Ball**

Dong the rounds in Japan all the moment is an exciting pinball game on the rails by the name of Jaki Crush. If you're a pinball wizard who's played every silver ball in the country (not to mention seen the film, *Tommy* a million times), this lewd arcade can't help get your fingers tapping and your multi-ball rolling! It's full of wild and wonderful visuals to distract you from the extremely fast ball that never stops zooming around. Keep your eyes on *N-FORCE* for a review next issue!



Here's a pinball wizard! Use the flippers to blast the ball up the screen. Every measure you kill earns big points. Make sure you keep an eye out for the hidden bonus round!



This spooky scene is the unusual setting for a pinball table. These mutated monsters are out to kill you so keep smacking the ball at them!



Keep it up: soon the yellow ball enters the flippers on the right side of the screen and then winds its way to the top for maximum points.

BATMAN RETURNS

■ **Review**

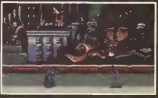
Yes, *Batman Returns* is one of the biggest box-office hits of last year, it's coming to a console near you thanks to Konami. Both the art and comic games follow the plot of the movie closely and feature large animated sprites of Batman, Cat Woman, The Penguin and his many henchmen.

The best game uses vertical graphic modes including some sweet effects — the bat signal and moody lighting help give the game a mysterious feel.

Both titles are best-in-class with a few interesting twists in the gameplay to keep the action moving.

The new version manages to recreate the sinister look of the movie with plenty of atmospheric backgrounds, but the sprites are rather simple. The story is told using static screens with fast-moving cutscenes, but what makes it for me are the brilliant full-screen shots of Michelle Pfeiffer in her rubber gear — pleeease! There are full reviews of *Batman Returns* too!

At our private screening, *Batman Returns* looked amazing, went out for a review coming soon!



ROAD RIOT

IT'S coming, coming—a high-octane, off-road, two-wheeled Chuck Norris. Frustrating a computer police, a variety of racing circuits and a host of funny characters, including an odd-looking chimp by the name of Clark Vespa. In nearly all of the big moments—aside, of course, from the promise to be a hilarious alternative to *Mad Max* and *Mad Max 2*—it's a wide-angle, indoor or near-outdoor game. See *Super Off Road*.

Holy cow

The action-packed game play is full of crashes and spins, involving two or more in the track—there are certainly four to the four-by-four trucks as well, and that's just off-road as well as the streets. There are no on-road races, but you can get a good idea of what you're getting into by watching your driving skills. To keep your eye on the road!

Core Design

Chuck a baw! Well, almost—it's his baby son to be more precise. After the government has rescued his ex-wife in the first game, the two settled down and started a family. Unfortunately, we don't get to see Chuck's love nest or his lovely baby wife, but we do get to meet the adorable baby, Chuck junior.

Rock 'ard!

Overcome with the new responsibilities of parenthood, daddy Chuck starts up his own oil business. If you're looking to keep his wife and baby in piles of cash,



Horrible Player One breaks the top four and wins the second Grand Slam trophy. Meanwhile, Player Two, on the bottom screen in the yellow car, brings up the rear. Oh well, there are plenty more tracks to choose from.



The split screen two-player set-up provides for loads of laughs. The most difficult aspect of this game isn't trying to stay on the road, but avoiding the spectators and not getting distracted by the girl with the starting gun.



But as we all know, the motor business is a dodgy one at the best of times—just ask Arthur Dwayne! And to make matters worse, Chuck winds up being kidnaped. Will he survive? Can Mini Rock afford the ransom? Well, there's no need to fret because Baby Chuck comes to the rescue! Armed with a megadeck (Baby Chuck fights his way through a multitude of giant-looking performance levels to rescue his Baby Buddy).

The picture you see here from the Argo version, a solo game won't be released until early 1994, but we can fantasize our future buds with these pictures for now!



Baby Chuck is looking for his kidnapped dad! The journey takes Chuck junior through a variety of performance levels.

CHUCK ROCK 2



What's going on here? **NICK**'s gone all blue, his eyes are bulging and his ears have grown to twice their size! Either he's caught Toon disease or he's got a bad case of **Xyomatosis!**

Toons qualify characters really know how to make a game addictive, don't they? They've already put their might back to us! **Tiny Toon Adventures** and **Game Boy** field's **Big Break**, but now it's the turn of the man.

From the second the title runs first up and the familiar Warner Bros characters burst a hole through the screen, all game friends will be satisfied.

The characters are all fully versed in the Looney Tunes lingo. Buster Bunny (the offspring of Bugs) is the hero, then Elmer's Calamity Coyote, Dizzy Devil, Plucky Duck, my favourite Hamton and a cast of thousands — well, lots anyway!

Power to the people!

Good players' rules don't apply to **Tiny Toons**. Buster walks and jumps so normally but he also has a special key to knock off a square and there's a dash button allowing him to cross up walls.

Collecting power-ups is not just as added extra — it's essential on many of the levels. Silver medals

replenish the dash-counter and are vital for climbing high walls, collect 100 stars for an extra life and golden carrots restore energy.

So what is there to do in each of the six stages? They all have various levels interlinked by uncontrollable animated sequences. Buster travels through the library into a cafe, to the Wild West and onto a train. Then it's time to enter a spooky haunted house before taking part in a game of **Adventure**! Involving her a balloon ride and finishing up in a rock star Wars — phew! That lot should keep all you players entertained quite long! And if that's not enough, there are a bunch of hilarious sub-games which are selected between stages by a giant spinning wheel of fortune!

That's not all folks! I've been waiting for this game with bated breath as Hamton has a



TINY TOON ADVENTURES

bracket of producing brilliant games. Their previous titles include

Parodies, The Legend of Mystical Ninja and Super Probotector — what a track record!

The team of programmers behind **Tiny Toon Adventures** have filled the game with excellent graphics

and sequences using 3D scaling, red-eyes and loops of colour. The soundtracks accompanying the action are just as thrilling, with rambles of the **Tiny Toons** theme and fun sound effects.

Tiny Toon Adventures is a virtually unbelieveable. There is one major

problem though (and it is a MAJOR problem) — even its hard mode is completed the whole adventure in a day! This puts a real dent in an otherwise excellent game, but is a con to worth looking out for if you can finish it so quickly! Let's hope the sequel's a bit longer!

NICK SMYTH



After crashing through the roof, a hidden battle takes place inside the carriage — squeaky still!

Watch out for the train that fly past the train, if Buster gets caught up in one, he can dash his way out.

The only way to climb the side of the carriage is to knock Hamton in sleep at the top or you fall off!





Slay! The aim of this side game is for Buster Bunny to knock food into Elmer Fudd's mouth.



Incredible! *Rayman* is without a doubt the richest and most colorful game I've ever played. It's positively brimming with the metaphors and meaning you're sure to expect from these lot. The controls are great with some neat items to master — climbing is particularly tough at first. The quality of the graphics is amazing, there are loads of well-calculated sequences and the levels are brilliant — the Wild West Square Dance theme is fantastic! Despite all these wonderful features I've got to agree with N64. Even so the fastest selling it's far too easy to complete. This gets a shadowy eye on otherwise marvelous game. Still, it has to be seen to be believed! **90%** *PC*

TOON PICTURES



Magical! *Scrooge!* has a playful, even periodic, hours of fun!



The truly American football (and a great high). When Buster Bunny (right) scores a touchdown, Porky Duck and Hamton go mad with excitement — but then they're just wild and crazy guys!



The most stars in full swing towards the end of the race. Duck and gump to survive!



STAY TOONED!

After each stage, Babs and Buster present a game show with a spinning wheel full of characters. By stopping the wheel you get to play the sub-game associated with that character.



Sweetie — Weigh in

Buster selects five characters, then the computer selects five. The two corresponding names stand on the scales and the heaviest one wins. Each win gives an extra life.



Hamton — Sliding puzzle

Collect the blue line in the puzzle before Hamton starts to stroll. The more apples he collects the more lives are deducted up.



Furball — Squash

The speedy paddy gets out his squash racket and bounces balls off the passing cones. Each win gives a different power-up to experiment.



Plucky Duck — Bingo

Select six bingo faces to create lines on the winning card. The more faces made the more. 100s are awarded. The PRIZE box is automatically counted.



Steep the plane of the well center by banking the runner's football boot onto the wallbars. It works like toy planes and explodes!



Angry Chick, Aah! There are various sizes to pop disks coming. A good fly jump only four levels stops them in four tracks.



FORCE FAX



When playing American football, choose pass and run to the right with level with three lines after the 2. Move run back and you should be able to catch the ball and run for a first down.

NRATING **93**
VISUALS

Force Fax has a very good presentation, with a lot of detail and a good use of color.

SONICS **92**

The sound effects are very good, and the music is very good.

PLAYABILITY **88**

The game is very easy to play, and the controls are very good.

LASTABILITY **72**

The game is very easy to play, and the controls are very good.

FORCE **85**

Are you a dedicated

N-FORCE

100% FOR YOUR NINTENDO!

Game Fiend?

This is what YOU should be wearing now — a super-scorchingly cool N-FORCE T-Shirt, essential for any true game fiend's street cred! So don't miss yer chance, scoop 'em up NOW!



Amazing T-Shirt Offer!

PLEASE RUSH ME _____ AMAZING N-FORCE T-SHIRT(S) FOR THE ABSURDLY CHEAP PRICE OF JUST £6.99 EACH!

I ENCLOSE A CHECK/POSTAL ORDER FOR THE SUM OF £ _____ [Just multiply the cost by the number of T-shirts you want — it's that easy!]

Please make cheques/PDs payable to European Impact and write 'N-FORCE T-SHIRT' on the back of your cheques

NAME _____

ADDRESS _____

POSTCODE _____

Send this coupon to:
N-FORCE T-SHIRT OFFER,
European Impact,
1 Collins Street,
SWS 7UL

Please allow 28 days for delivery

N-RATING

VISUALS

99

Great scores for the graphics and that's what you want in a game! Well, you've got it! Excellent graphics.

SONICS

99

Great scores for the music and that's what you want in a game! Well, you've got it! Excellent music.

PLAYABILITY

99

Great scores for the fun and that's what you want in a game! Well, you've got it! Excellent fun.

LASTABILITY

99

Great scores for the longevity and that's what you want in a game! Well, you've got it! Excellent longevity.

FORCE

99

Amazing you've got it! Well, you've got it! Excellent you've got it!

KRAZY KONIX

Competition

Calling all NES and Game Boy owners, N-FORCE and Konix combine to bring you 200 great prizes! Yes, two composites and 200 winners! Are we mad or what?!

KONIX KING



every 8-bit owner. The great news is Konix has given us 100 of them, so if you want to get to grips with this king of sticks then just complete the coupon.

Why all you NES owners, get your ears on guys and gals. The old joyed (giving you grief?) Dribbling bit tech and dials on the control? What you need is a Konix Speed King joystick. Stick to the grip and relax! Made for hours of comfortable wiggling and flexing. Ergonomically designed and incorporating the latest in long lasting micro-switch technology it's a must for

KING OF THE ROAD

Who presented Entertainment USA?

Who gave names to?

- a. The King
b. The King
c. The King
d. The King

- a. Jonathan King
b. Jonathan King
c. Jonathan King

A fan is often referred to as the _____ of the jungle. Is the missing word?

If Queen Elizabeth relinquishes the Throne will Prince Charles be?

- a. Unemployed
b. The King
c. Just a chap with big ears

- a. Lion
b. Gastroenteric
c. King

Name _____ Age _____

Address _____

Postcode _____

Telephone _____

Send your entries to KONIX KING THING compo, N-FORCE, European Impact, Ludlow Shropshire, SY9 1JW. The editor's decision is final and please tick the box if you don't want mail from other companies.

GAME BOY PROTECTION

Competition



Have you ever had your Game Boy, a great piece of kit, but have you ever dropped it on its head? Ever got so mad at not completing a fully level on your favourite game that you've kicked your portable precious provider all the way across the room and into a wall?

Game Boy Storage is a common problem and what can you do with the many solutions? Unfortunately for something that costs around £10 it is everywhere in vintage shops. But N-FORCE has the answer thanks to their Konix Game Boy Storage. They're so worried about your hard head and so sure that they're going to tell

you that you'll love it, the GB Storage Game Boy protection, the GB

Storage is slash and is your lucky day. The GB Storage is made of soft rubber and slips over the Game Boy, providing protection on all four corners. It has holes for the 'on' button and volume and brightness controls, and also has a built-in grip on the back so it can be worn all year long.

To win one of these handy helpers, just fill in the coupon opposite then pop it in the post to us here at N-FORCE. Your chance here, it's yours to be your lucky day!

Bounce that Boy

Look at the questions below you, in 25 words or less, answer the questions below. The best 100 are the fortunate compe.

1. I want a protector for my boy because...

2. Kids are a great company because...

Name _____ Age _____

Address _____

Postcode _____

Telephone _____

Send 'em in to SOFT AND STRONG compo, N-FORCE, European Impact, Ludlow Shropshire, SY9 1JW. Don't forget that the editor's decision is final because of his enormous boots and no correspondence will be entered into because we lost him in Liverpool if you don't want mail from other companies tick the box.

BACK ISSUES

There's more to life than this magazine...

There's also the issue before it, and the issue before that. Yep, if you're a true game fiend who knows what's what, you'll have all six N-FORCE magazines tucked away safely somewhere. Because you know damn well one day that little stash is going to be worth a lot of money and a heap of cred. But if you've missed a couple don't worry — you won't have to give up game playing, burn your copy of Street Fighter II or join the local square dancing club. Just do the smart thing and fill out the form below. It's that easy...

N-FORCE 100% FOR NINTENDO! BACK ISSUES

Looking for recent issues of the best game-playing mag this side of Midway? Well, here's where you'll find them. All the top issues of N-FORCE for only \$2.95 per mag. So if you've missed out, we've got the deal to suit you out!

- Issue 2 August 71 ms
- Issue 3 November 71 ms
- Issue 4 October 72 ms
- Issue 5 December 72 ms

Name _____
Address _____
City _____ State _____ Zip _____
Postcode _____

Send cheque or postal order Enterprise Direct, PROSPERITY, Sharnbrook Park, South Wales, L42 3JH. Please indicate if second cheque in case your first cheque is uncollectible. Direct Group 0492/10000



Welcome to the windy city, home of the world's strongest, the Chicago Bulls. In the days the Indiana Pacers are striving towards the basket for a close shot. The Chicago defender plays just it's his life — an easy two point for the Power!

SUPER NBA BASKETBALL



Half court, full court — all you ever hear about these days is courts. CHRIS goes out for a game with his mates and ends up getting sued, divorced and paying council tax on his basketball!

Basketball has never been very popular in this country, but that's about to change. Fresh from the States comes a new, historic Basketball Association inspired game that's selling centres right from coast to coast.

What makes it so special? The options — all five NBA teams are featured with classic kits, courts and individual players' names and stats too.

If all this sounds like double duty, it's exactly right: When playing becomes boredom, you get to control

the man — Michael Jordan, Magic Johnson and Patrick Ewing to name just a few!

All players (and substitutes) are graded in terms of their abilities at shooting, jumping, shooting range, shooting, shooting, shooting, shooting, shooting, shooting and shooting.

We've done it the real thing as you can get without leaving your seat!

If the Chicago Bulls look a good five-point ahead of a tall centre for rebound, just bring the ball out to set with the egg shooter. It's an excellent tool allowing you to vary the

team depending on opponents and your playing-coaching style.

Court in the act

Being decided on the line up, choose tactics. Each team's play book features four set plays. There are eight play modes, allowing you to vary the 'four if the defender get into

There are two game types — play a single match in pre-arranged mode or get a full season using the battery-back up option to start your position. Pretty impressive, isn't it? I haven't even mentioned the super, smooth-scrolling 3D graphics and the exciting close-up scoring for three points, three-point shots, lightning points and dunks.

Double dribbling

Those who like the sport may find the action hard to follow, as the rules are strictly applied by the big fat referee. Although it's not the best control, it's fun without having a heart attack, so does help up with the action, so sampled towards a

superior. To cater for amateur and professional a game-speed option is included in our mode, the speeder shifts around at amazing speeds.

Okay, so what team's this guy? To be honest, there isn't much missing — there's even a full-line during display! I found the controls easy to get to grips with. Shooting is for too hot and miss, even from the free throw line. Three-point shots are extremely difficult — I guess that's just another realistic feature, but it's more variety in dunks and shots.

If you like a sports sim it's a little interpretation of the game, rather than an ultra-friendly arcade version, you'll love this. I've been playing for two weeks, the totally engaging and there's still just the regular match to go — I just can't get enough!

The two-player option makes sure the game will never gather dust in the back of the wardrobe. Definitely an excellent purchase for sports fans — there may be a little hurdle to overcome.

GRADE: 90%

Work just can't do justice to the atmosphere this amazing game creates. You've joined us just in time for the final of the N FORCE NBA tournament. So for the best seat in the house, sit back and check out this grade six clash between Chris and Bob.



Tonight's match is between Chris and the LA Lakers (in yellow) and Bob on the Boston Celtics (in green).



The tip off! The ref blows his whistle. Chris takes advantage of the home court and gets a good leap.



Okay, Lakers' ball! It's not score action. Chris looks up and spots an open man.



Please! Been waiting, the players leaning around the court make me out of breath. NBA Basketball is one of the best sports sims ever. It can get a little confusing at times — trying to work out which player has the ball is very tricky. Each player is well animated, with every muscle up his sleeve (what sleeve?) to put others low down on the court. The sound is disappointing — just a bit clanging and clanking, much the same as most sports games. If you like a heavy-handed, physical game but fancy a change from baseball, this will give you.

80% 4.5*

FORCE FAX



If you have tall players, shoot from your air ball. Before the defence has time to set up. How grab the rebound and put it in for an easy two points.



The game looks a little like a computer, making it one of the best graphics clips. Each team's defence even start at lightning speed.



CHRIS LINDSEY: BULLS



7'3" - 7'4" HEIGHT
235 LB WEIGHT
68 CM 100 CM SHOULDER
188 CM 110 CM WRIST CIRCUMFERENCE

CHRIS LINDSEY'S

57.0 51.0 20.0 75.0 14.0 12.0 12.0 12.0
MILWAUKEE

PERCENTAGE
POINTS PER GAME
REBOUND PER GAME
STEALS PER GAME

SPEED
POWER
HANDICAP



Each player in the NBA has an individual playing statistics. Most of Lindsey has the best shooting range in the league. Averaging 23 points a game he's an awesome player!



The all important tip off! Each player has to touch the ball correctly. This move makes to get an early advantage.



... He lets up a pass that cuts through the air like a bullet. The crowd are off their seats.



He makes the catch and he's free from his marker. That's a bad mistake by Rob. Chris heads for the basket.



Chris takes off from twenty feet and soars towards the basket. Yeah! Now that's what I call a slam dunk.



A determined Rob passes up the ball under his own basket. Come on Rob, pull yourself together!

BASKET WEAVING

This is one of the most basic of plays but is very effective. You use the red circle. Block the green ones (defenders) guarding the man with the ball, leaving you free to go to the basket.

Must if you have a fast and accurate shooter. Start with the ball at the top of the key and on the crossover the guy comes from the bottom right to the middle for a free shot.



If you're tightly covered, the ball carrier moves to the right. As the defender comes to cover him, your attacker makes a run underneath the basket. Fast line for an easy two points.

The only play causes confusion. Take the ball away from the basket. As the defender comes between you, one of your attackers blocks the leaving the ball carrier a free run at the basket.

A very simple play. If you're in tight man-to-man coverage, the outside attacker slips away from his marker and runs under the basket. Good timing and a quick pass are needed!

On an air check used to call it 'around the back.' It needs a fast player to make a long run under the basket, and the ball carrier is not out towards him. The defender has no chance!



Send the ball off quickly and each player makes a break from his marker, dragging the defense away from their zone. One player gets across court and is wide open for a shot.

Effective if you have fast players such as Jordan. A Marker runs round the outside, leaving the ball carrier in double in between. As the defender — often draws 'backing off' back.



When looking in, you'll see the crowd. In the game, you can call a free-throw. On the screen it, use it to score to find a free zone for a very few points.



He looks up and finds an open man — surely he must score! But wait, Chris is chasing...



...Ah! Chris gets flub with a professional foul. What a cheat!



That's two shots for Rob and an early foul for Chris. Let's leave LA before it turns into a brawl!

Although Basketball isn't a high-profile sport in this country, in the USA it's incredibly popular. Their 'Dream Team' made up of the top ten professional stars in the NBA, easily won the gold medal in the 1992 Olympic bid in Barcelona. If you love the game but don't quite understand the rules, check out this beginner's guide to the basics of the game.



There are five players on each basketball team with two more substitutes on the bench. There is no restriction on the amount of substitutions that can be made during a game but the referee's permission must be given before a player can join the action.

The object of the game is to score more points than the opposition by shooting the ball through their basket. For each basket scored, two points are awarded. If a player shoots from behind the three-point line (in white) and scores, he gets three points.

Each team has five seconds to throw the ball in bounds, ten seconds to get into the opponents' half and 30 seconds to shoot. Failing to do this gives the ball to the opposition.

After a player commits five personal fouls he is sent off. He can be replaced by another player but may not enter the action for the remainder of the game.

Each player is only allowed to guard three seconds in 'the paint' (the red area under the basket). Any longer and the ball goes to the other side.

N-RATING

VISUALS **83**

SONICS **81**

PLAYABILITY **84**

LASTABILITY **88**

FORCE **84**

WIN SUPER NINTENDO TOP TEN GAMES
WIN SUPERSCOPE & STREETHIGHTER 2 FANTASTIC NEO GEO
 SEGA MEGADRIVE + MEGA CD PC ENGINE + CD ROM

LOADS OF MEGA PRIZES MUST BE WON!

ALL YOU HAVE TO DO IS
 ANSWER A SIMPLE
 QUESTION TO WIN
 ONE TOP PRIZE!

STREETHIGHTER 2
 ARCADE MACHINE

AMIGA 500
 CARTOON PACK

TICKETS TO SEE
 THE GLADIATORS

GAMEBOY + ACCESSORIES
 + GAMES OF YOUR CHOICE

WIN

0891 876 811

CALL ANY DAY TO WIN A MEGA PRIZE & TO ORDER

Call: 01273 824222

TO ADVERTISE IN
 THIS SPACE
 CONTACT SHEILA,
 PETE OR MICHELLE
 ON
 0584 875851 NOW!!

DWM
CONSOLE SPECIALISTS

14 VICTORIA CHAMBERS, VICTORIA ROAD, DUNDEE DD1 1JY
 Telephone: 0452 3482

Megadrive, Super Famicom, 1 year
 Gameboy and Game Gear Owners

We stock the widest possible range of new and used titles for these consoles.
 Buy with confidence because DWM guarantees to buy back your game
 machines from us, no matter how long you keep it. We'll have your game
 guaranteed when your own game does not live up to your expectations. For
 further details send a large stamped addressed envelope to the address
 below or call us on 0452 3482

Open: Mon-Friday 10am-6pm, Sat 10am-5pm, Sunday 11am-5pm

SECOND HAND GAMES WANTED
 DAME CONSOLE SERVICE
 14 VICTORIA CHAMBERS, VICTORIA ROAD, DUNDEE DD1 1JY
 0452 3482

KRAZY KONSOLES • EST. SINCE 1989 • MAIL ORDER •

UNIVERSAL ADAPTOR
 The Universal Adaptor will allow you to play any game on any machine.
 Plays Alone, Bart, Top Wings, and other 2600
 titles.
 Plays 2600 Advantage games on your UK PAL TV.
 The Universal Adaptor is a Top Quality Product, small, with full instructions.
 Only **£12.00**

SEGA USA SOFTWARE

Amiga 500	£29
Amiga 600	£29
Amiga 1200	£99
Amiga 2000	£149
Amiga 3000	£199
Amiga 4000	£249
Amiga 5000	£299
Amiga 6000	£349
Amiga 8000	£399
Amiga 9000	£449
Amiga 10000	£499
Amiga 11000	£549
Amiga 12000	£599
Amiga 13000	£649
Amiga 14000	£699
Amiga 15000	£749
Amiga 16000	£799
Amiga 17000	£849
Amiga 18000	£899
Amiga 19000	£949
Amiga 20000	£999
Amiga 21000	£1049
Amiga 22000	£1099
Amiga 23000	£1149
Amiga 24000	£1199
Amiga 25000	£1249
Amiga 26000	£1299
Amiga 27000	£1349
Amiga 28000	£1399
Amiga 29000	£1449
Amiga 30000	£1499
Amiga 31000	£1549
Amiga 32000	£1599
Amiga 33000	£1649
Amiga 34000	£1699
Amiga 35000	£1749
Amiga 36000	£1799
Amiga 37000	£1849
Amiga 38000	£1899
Amiga 39000	£1949
Amiga 40000	£1999

FLB. SCART MACHINES ARE 17% FASTER THAN PAL.

SUPER FAMICOM JAP SOFTWARE

Amiga 500	£29
Amiga 600	£29
Amiga 1200	£99
Amiga 2000	£149
Amiga 3000	£199
Amiga 4000	£249
Amiga 5000	£299
Amiga 6000	£349
Amiga 8000	£399
Amiga 9000	£449
Amiga 10000	£499
Amiga 11000	£549
Amiga 12000	£599
Amiga 13000	£649
Amiga 14000	£699
Amiga 15000	£749
Amiga 16000	£799
Amiga 17000	£849
Amiga 18000	£899
Amiga 19000	£949
Amiga 20000	£999
Amiga 21000	£1049
Amiga 22000	£1099
Amiga 23000	£1149
Amiga 24000	£1199
Amiga 25000	£1249
Amiga 26000	£1299
Amiga 27000	£1349
Amiga 28000	£1399
Amiga 29000	£1449
Amiga 30000	£1499
Amiga 31000	£1549
Amiga 32000	£1599
Amiga 33000	£1649
Amiga 34000	£1699
Amiga 35000	£1749
Amiga 36000	£1799
Amiga 37000	£1849
Amiga 38000	£1899
Amiga 39000	£1949
Amiga 40000	£1999

SEMI SPECIALS

Amiga 500	£29
Amiga 600	£29
Amiga 1200	£99
Amiga 2000	£149
Amiga 3000	£199
Amiga 4000	£249
Amiga 5000	£299
Amiga 6000	£349
Amiga 8000	£399
Amiga 9000	£449
Amiga 10000	£499
Amiga 11000	£549
Amiga 12000	£599
Amiga 13000	£649
Amiga 14000	£699
Amiga 15000	£749
Amiga 16000	£799
Amiga 17000	£849
Amiga 18000	£899
Amiga 19000	£949
Amiga 20000	£999
Amiga 21000	£1049
Amiga 22000	£1099
Amiga 23000	£1149
Amiga 24000	£1199
Amiga 25000	£1249
Amiga 26000	£1299
Amiga 27000	£1349
Amiga 28000	£1399
Amiga 29000	£1449
Amiga 30000	£1499
Amiga 31000	£1549
Amiga 32000	£1599
Amiga 33000	£1649
Amiga 34000	£1699
Amiga 35000	£1749
Amiga 36000	£1799
Amiga 37000	£1849
Amiga 38000	£1899
Amiga 39000	£1949
Amiga 40000	£1999

SUPER FAMICOM 2 JOYPAD, ALL LEADS UK POWER SUPPLY UNIT

SEMI-SPECIALS

Amiga 500	£29
Amiga 600	£29
Amiga 1200	£99
Amiga 2000	£149
Amiga 3000	£199
Amiga 4000	£249
Amiga 5000	£299
Amiga 6000	£349
Amiga 8000	£399
Amiga 9000	£449
Amiga 10000	£499
Amiga 11000	£549
Amiga 12000	£599
Amiga 13000	£649
Amiga 14000	£699
Amiga 15000	£749
Amiga 16000	£799
Amiga 17000	£849
Amiga 18000	£899
Amiga 19000	£949
Amiga 20000	£999
Amiga 21000	£1049
Amiga 22000	£1099
Amiga 23000	£1149
Amiga 24000	£1199
Amiga 25000	£1249
Amiga 26000	£1299
Amiga 27000	£1349
Amiga 28000	£1399
Amiga 29000	£1449
Amiga 30000	£1499
Amiga 31000	£1549
Amiga 32000	£1599
Amiga 33000	£1649
Amiga 34000	£1699
Amiga 35000	£1749
Amiga 36000	£1799
Amiga 37000	£1849
Amiga 38000	£1899
Amiga 39000	£1949
Amiga 40000	£1999

NEW GAMES ARRIVING DAILY IF YOU CAN'T SEE IT - CALL

Top Ten Advertisers

OVER 15,000 SATISFIED CUSTOMERS

PLEASE CALL FOR AVAILABILITY BEFORE ORDERING!!



Just one of the nasty sights you can expect to encounter along the way!

SPIDERMAN A

ARCADE'S REVENGE



Having fed the dog, washed up and loaded his camera, ROB dons his skin-tight spider suit, straps on his web shooters and prepares to get his ass kicked — what a hero!



The web-slinging hero can avoid danger by using his spider powers to climb up walls and other tall surfaces.

The game looks off with a great coffee-shop intro revealing the abduction of Gambit by Arcade — the son of twisted megalomaniac that mother always warned you about. There's only one option — Spidey to the rescue!

The final platform-based level uses the web-slinger leaping, swinging and generally hanging out. The mission is his first part of it has going across to Arcade's hide-out. Dull as the word here, said-to-suck matters more: the parts have to be collected in a certain order. However, survive this mind-numbing session and things start to heat up.

Completes with lay behind, Spidey discovers Cyclops, Storm, Wolverine and Gambit, who are a bitted up — barely!

The end? Never! Only the beginning. Arcade banishes his enemies to different areas of his fortress, and you gotta get em out.

Control each of the five super heroes over ten platform-on-based levels, including underwater, toy room, forced scrolling and underground mine stages before the final show-down.

In the swing!

After the irritating first level, the action gets much more enjoyable as you take control of the X-men. The graphics are truly average, but the animation is fantastic. Most of all, the consistent heavy metal soundtrack — makes sure you turn the volume up full on the intro screen! There are no options, but plenty of challenge, so completing the game should take many happy weeks.

Potentially brilliant, let down by tricky gameplay

What about bad points? Some of the visuals are poor and although the different characters ensures testing appeal, this potentially brilliant title is let down by flaws in the rather tricky gameplay.

There are a few differences from the original characters — Wolverine's healing power is completely non-existent. Cyclops isn't in his latest outfit and although the comics never mentioned anything about her aquatic skills, Storm's powers are underwater!

The web-slinger's levels are annoying — he can't shoot webs in mid-jump and doesn't stick to ceilings. If these problems had been ironed out, this

would be superb. However, as it stands, I can't help feeling there is a bit of a gap in the gameplay department.

ROB 71%



Spidey
Real name: Peter Parker
Occupation: Photographer
Group affiliation: None
Superhuman attributes: Innormal strength, the ability of a spider, spider-sense and the can swing from buildings undisturbed.



Cyclops
Real name: Scott Summers
Occupation: Adventurer
Group affiliation: X-Men
Superhuman attributes: Fires ruby eye beams — only controllable using a visor made from Ruby Quarts.



Storm
Real name: Ororo Munro
Occupation: Adventurer
Group affiliation: X-Men
Superhuman attributes: Control over the elements and the power of flight.



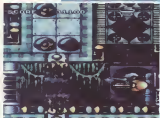
Wolverine
Real name: Logan
Occupation: Adventurer
Group affiliation: X-Men
Superhuman attributes: Possesses cat-like healing properties and his claws and bone skeleton make him one hard nut to crack.



Wow! Talk about action packed. *X-Men* is full of explosions, big bad guys and well... lots of action. The only trouble is, some of the levels are a bit too difficult — unless you're a super hero yourself! Music and FX are excellent and add to the atmosphere of the game, even if some of the music does sound like an early '70s cop show theme tune. Graphics are equally brilliant with each character well animated. But there is a big problem — the gameplay is just too hard and difficult to get into. If you're a fan of the comics it's worth a look — but don't get too excited about it.

MAX 7/10

AND THE X-MEN



Who's adding a super hero was generous! The speediest of your fists is fast, strong, spinning and double the fun — very hot!



There are all kind of vehicles in *X-Men*'s hubout. The down is having the power of Wolverine's adamantium claws.



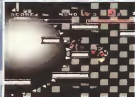
FORCE FAX



A *X-Men* don't use your claws to deal with the Jack-in-the-box, use bare hands. You're rewarded with a big juicy heart for your troubles.



Gambit
Real name: Tony Maddox
Occupation: Adventurer
Group affiliation: X-Men
Superhuman abilities: Charges objects with kinetic energy, uses playing cards for ammunition.



Producer
Archie
Players
1
Price
\$4.99

N-RATING

VISUALS

76

COMICS

89

PLAYABILITY

81

LASTABILITY

87

FORCE

75



JOE &

That's just about enough monkeying around for one day. We drag CARL out of his favourite tree and give him a large club and a banana.



The phrase "going shuffling" takes on a whole new meaning when you slip Joe & Mac 2 into your son. Progress is a small affair: his own eyes are monkey, the cats have enormous teeth, and the elephants aren't concerned.

One day you and your girl are swinging around the tree tops, picking bits of each other up and eating the greatest pleasure possible from a yummy banana — that's right, you're monkey!

Agony, as you frolic in the early morning glow of the jungle sun, you're disturbed by a small meteorite landing on your head. Even more annoying, it that you're both changed into human! And if that isn't enough, a winged evil

beastie swoops down and seizes your babe — what a bummer of a day!

In the classic platformer mould, Joe & Mac 2's power-ups are vital, as critical as money is possible. The three bonus windows are activated by the blue boxes and spin like a fruit machine through a number of symbols. You need them in a cave for a key and you are rewarded with anything from extra lives to invincibility.

Cheeky monkey

More than just your average left-right wonder, this has greater depth with masses of bonus levels.



The first level does it as an exercise disclaimer. Defeat him by avoiding his spinning attack and rolling over him into him. His energy bar is at the bottom of the screen.

Hidden rooms and multiple exits

The biggest problem is, each time you're hit you change back into a monkey and lose all bonus powers. The only way to regain human status is to find pieces of meteorite. As there's no power meter, the number of hits you can take before dying is determined by the amount you collect — so get lost!

Level headed

The backgrounds are nothing to write home about but the sprites are, for the most part, well drawn and animated with some nice touches by the designers. Many areas are too long in monkey mode and the character bumps and waves his red buttocks at the screen — a case of monkey monies!

The parody is challenging. In some places invincibility frilly, and there are masses of extra lives available, making up for the limitations of the SNES.

the hit department. This calls for a cautious approach. Rather than blasting through levels abetted by loads of power-ups, it's essential to find the correct technique and path to take.

There are several sub-levels to complete before reentering the stage guardian and gaining a password. The bonus scenes are fast and require increasing amount of skills, so you don't get bored with the same old backdrops and scenery.

This is a worthy follow up to the original (check out the review in issue two) with a well thought out difficulty curve. It's really enjoying it and recommended anybody to give it a go. **CARL 8/10**



UGH! ICONS!

-  One eye collect three meteorite diamonds and gain an extra life on the Targan!
-  Meteorite cheetahs: reach to reach five animals which are one of the three buttons.
-  Blue Things grab this to eat the bonus meteorite opening for cut machines.
-  Power up three of these give you a life power, then each one gives you an extra life.
-  Diamonds: for every 100 you collect you get an extra life. Be sure to take them —



take an excellent platform game, have a lot of a little with the graphics and layout, and voila — you have a brand new game! In no time at all. That's exactly what Data East have done. Even the mid-level monsters are almost identical to those in Joe & Mac: Mountain King — that's no bad thing though. If you don't buy the first game, get this because it has much more challenge. If

you're looking for a title to burn more than just a couple of days, this is one to try. It took me ages just to complete Level One — and I thought I was good! **WICK 7/10**

MAC 2



Watch out for the ghosts. With just the light bulbs and the ghosts disappear for a few seconds. Now run the ball!



In the first level, you walk along a small passage hounding up the club-wielding enemies who get in the way.



To dodge the falling spikes at the start of the first level, crouch across the screen and roll over in the hole in the ground.



Oh and in the end of every level you'll find his, one of the bottom of the pit and dodge his attacks. As soon as there is a choice to strike, attack.



Developer: Konami
Platform: PlayStation 2
Price: \$49.99
Supplier: Konami
 One City
 764-887-5323 2204

N-RATING
VISUALS **80**

SONICS **79**

PLAYABILITY **87**

LASTABILITY **82**

FORCE **80**

FORCE FAX



To defeat the Level One boss, stay in the opposite corner of the pit and jump to avoid his multiple attack, avoid his breath-taking strike attacks, and reduce his energy with spinning jumps.



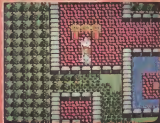
Wow, what a lot of diamonds! Just one of the bonus levels where you can get masses of extra lives. Just find the flying pink diamond!

JAPAN'S RPG FIXATION

In Japan kids are skipping school, children are being mugged for a console cartridge. Outside one shop, 15,000 game fiends queued overnight in the hope of a copy of the latest RPG game. **NORTON KAI** examines the Japanese cult of role-playing games.



Dragon Quest (released for the first in 1986) was the first merge-style interactive RPG and took the Japanese games-playing market by storm.



The follow-up to Dragon Quest, Dragon Quest II, firmly established the dominance of RPGs in Japan. It is still one of the top ten best-selling Japanese video carts of all time.



The first Japanese RPGs have never been popular in the USA or Europe due to translation problems.

as an action RPG), both the popular Dragon Quest (DQ) and Final Fantasy (FF) series require the player to input text commands to fight with weapons, party, rest or use a magic spell or item.

In the course of fighting, RPG characters usually gain experience points that are applied to level up characters by increasing their strength, speed, magic powers and so on.

Because there are usually no limits to the leveling up of characters, even the most inept performer players are virtually guaranteed the satisfaction of seeing the game through to the end.

Tell us a story

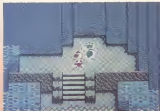
Most Japanese RPGs follow a tight story line showing the player little freedom to explore outposts, towns, castles and so on. Because of this, attributes most Japanese RPGs are better thought of as interactive manga comics, where the player actively participates in the progression of the pre-determined story. Of course the original RPGs were nothing like this.

RPGs first appeared on board games in the late 1960s/early 80s and were immortalized by Dungeons and Dragons. In the early 80s several

On this release date, Dragon Quest V and Final Fantasy V shifted 1.3 million units and 900,000 units respectively. These two games don't stop the role-playing genre (RPG) genre, the most popular segment of video games in Japan.

In an RPG, the player guides his character (largely of characters) on quests to seek treasures and ultimately save the world from evil forces.

Along the way, the party battles with monsters, wizards and other minions of evil. Unlike Nintendo's Legend of Zelda series, where the lighting is done in custom-style combat (Zelda's disambiguation



Dragon Quest IV is the latest installment of the popular RPG series. The Japanese government insisted that it be released on a Sunday to stop children skipping school.

American PC RPGs established the genre, leaving players to explore and develop the story as they went fit. Although these pure RPGs found great favor among certain segments of Japanese PC gamers, casual users were turned off.

The Japanese market at large was introduced to the alternative comic style RPGs with the launch of *Dragon Quest* by Enix in May 1986.

All change

The *DQ* series completely altered the Japanese market from one emphasizing sports, action and shooters to one rearing RPGs. To date, over ten million *Fantasy* (and *DQ*) 1.4 units have been sold, earning each one a place in the all-time top ten sellers. The release of every new *DQ* title is a widely awaited — for the launch of *DQV*, a line-up of 15,000 people was posted at a major electronics chain. *DQ* is also the only software in Japan to double its unit sales.

Every time a new title is released, school absenteeism rises and a spate of hangovers of young children for their newly purchased games occurs. These outbreaks eventually prompted the Government to decree the launch of *DQ* titles take place only on Sundays or national holidays. Because such events

are heavily exposed by mass media, *DQ* is virtually a household name in Japan.

The popularity of the *DQ* series has helped Nintendo to end. Each release has pumped up console sales. Sega and NEC caught without powerful RPGs for their own brands, have accordingly suffered humiliating defeats in the Japanese market.

People like the RPG genre least caught on in the US or Europe. Representative titles have been translated into English, including the stunningly well-received *Final Fantasy* (but have been received poorly). So will the RPG eventually cross the cultural barrier, or are Europeans too set in their ways to put down the latest *Rise of the Ninja* or *War of Magic* adventure and try something new?

WHAT THE EXPERTS SAY...



Youji Kawaguchi

Editor in Chief, "The Super Famicom" Magazine
 "I think the popularity of RPGs in Japan stems from their high readability. RPGs let the typically introspective Japanese become emotionally immersed in their stories."



Shigeaki Maruyama

Manager, Dragon Quest Group, Enix Corporation
 "We believe the key to *DQ*'s success was our emphasis of Akira Toriyama, who was and is Japan's most popular manga comic writer, as our artistic designer. We and a people enjoyed becoming super-heroes in the fantasy-magic world of *Dragon Quest*."



Enix's new *Final Blood* is an action RPG similar to Nintendo's *The Legend of Zelda*. These new releases are less test and are much more popular in the country.



In *Dragon Quest V* and *IV* our heroes can visit casinos and blow their hard-earned cash at one-armed bandits and slot machines.





My, my, what a large metal suit CARL's got. I bet that's useful for getting to the front of a queue. Yep, but you should see his dry cleaning bills and the size of his wardrobe!

Well, it had to happen eventually. Finally, the Earth's supply of oil has run out. There's just enough left to power the seven forces of the great western nation. That's about right, and the health and rescue divisions, let's leave the tanks

running!

However, the bad guys without gas must have abandoned that a while ago, come in. As a member of the Cybernats, you spend your day in a motorcade baked here the shooting your seals who don't have a hope of defeating themselves against your overwhelming firepower.

Rock solid

This has to be one of the best shoot-'em-ups in the past I've ever seen. The idea is nothing new, the idea is to fly around the screen blasting everything in sight and picking up power-ups to improve your weapons, but it's an absolute classic. It's still the top ten-player game, but it's taken the trophy for solo play.

One of the best shoot-'em-ups on the SNES

The graphics are wonderful with fantastic detail throughout. It's the little touches, like the spent cartridge cases spraying from the gun when firing and being able to see objects fly out of the scenery with silly camera fire, that make this an impressive.

The controls are crisp and responsive and the 16-voice Nintendo soundbank gives the action a great atmosphere. You really feel like you're controlling a variety of types of aircraft and stand in a sci-fi gravity environment — it's the first!

The soundtrack is marvelous. All the riffs and drunks are in 3D and the explosions are big enough to have you reaching for cover behind the rocks.

There are plenty of power-ups and damage from enemy fire is minimal, but because this is no side walk, you only get one life and three continues to die, the bonuses over the seven levels and the action is the best amount — with a catch: that is the only bit being in London during the night hour! And to put a downer on things I'll mention the lack of levels and multiplayer option. With gameplay like this though, who needs friends anyway? **CARL 85%**



Fly through the early stages of the second level by pressing all which activates the rocket pack.



The rolling-mounted security system has best-looking enemies. Before jumping into the platform above, destroy the enemies by firing diagonally upwards.

CYBERNA



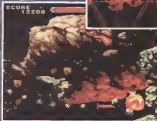
Total chaos breaks out on the first level as the Cyberator blazes the landscape of excessive enemies. A handy trick: it is rebound gardens off the rolling.



The earthquake will place the level on a low. As the design is on the rolling jump up the chaotic will blow the ground, after the explosion, push the ground to the level below.



On the second level the robot gets much bigger. To avoid infinite blues and orange energy, use the shield by pressing [B]. Make use you're used to by using the weapon select [X].



Push through space is extremely difficult especially when there are hundreds of enemies on your side. Do the trickiest puzzles to get the energy bars and space slots.



Despite being blessed to space, the Cyberator did come out of the war zone with guns blazing. The energy remaining is displayed on the bar at the top left of the screen.



Talk about action overload! If ever there was a game to feel the most adrenaline-pumping excitement, this is it. Some think, later life, a combination of power and another exploding all over the screen. It's amazing the how you can handle it all in that a few. There's so much going on it's hard to keep up with the pace even when they attack with tons of instantly animated robotic enemies.

Strife to blow you in another arena, it's a classic. The game requires strategy as well as a trigger-happy finger. This is another said than done though, as you only get one chance to complete the mission, so with only seven levels, this isn't friendly. Strife is another, incredible effort, out of this world graphics and animation to rival the garbage, it's all here. If this is the future of video entertainment, it's all the better. **CAROL AUSTIN**

Fast Food
Score
System
Price
Age

N-RATING

VISUALS 91
 The Cyberator's graphics are top-notch, but the enemies are a bit bland.

SOUND 84
 The Cyberator's sound effects are top-notch, but the background music is a bit bland.

TECHNICAL 83
 The Cyberator's technical performance is top-notch, but the game has a few bugs.

PLAYABILITY 83
 The Cyberator's playability is top-notch, but the game is a bit repetitive.

LASTABILITY 86
 The Cyberator's lastability is top-notch, but the game is a bit repetitive.

FORCE 87
 The Cyberator's force is top-notch, but the game is a bit repetitive.

ATOR





'Oo-oo-oo, I wanna be like you-oo-oo...' Hold on a minute, that's the bear out of *The Jungle Book* isn't it? What the flippin' heck's going on here then? **NICK gets down to the bare necessities!**



Remember that great Disney film, *The Jungle Book*, with that unforgettable character Baloo the Bear. Well, Disney have updated the film characters and they've now got their own cartoon series called *TaleSpin* and an NES game of the same name. Baloo is now an airline pilot flying cargo around the Cape in his Mini Duck airplane. Back at base he leaves Wilbur, his weekly maintenance friend, Kit Cloudkicker and Molly—all characters from the popular cartoon series.

Duck A Forangel
No cartoon is complete without a buddy and in this adventure he's Don Damage—a really piece of work, out to steal Baloo's cargo and crash his plane. In all eight stages, Baloo flies the Mini Sea-Duck plane. The missions

take him through baseball stadiums, stormy seas, haunted houses and over the snowy Alps, collecting cargo for delivery. Don Damage's harassment comes from all directions, bringing and causing a right number of themselves. Get through that lot and there's the traditional big boss to sort out. How can Baloo cope with this barrage of bullies? Well, he's got a cannon attached to his plane, which fires one ball at a time, plus the Mini Sea-Duck flips upside down to quickly move in the opposite direction. Money collected along the way can be spent in Wilbur's tanger on engine parts and extra lives. Baloo never had the much hausa



Level One is a journey over the sea. Watch out for bubble machines, speedy helicopters and the huge sea-of-level boss, a giant submarine. All one out to blast you!

back in his days with *The Jungle Book*, and the strict orders on his local. The game offers an toy with bullets and power-ups flying all over the screen. Backgrounds are nicely coloured and detailed though, with some excellent water effects.

The familiar *TaleSpin* music plays away on the title screen, keeping fans of the cartoon happy—a nice surprise in the *AT-ORACE* too, pretty absolutely mad!

A tale to tell
At the end of the day, *TaleSpin* is another decent bit of fun, being disguised as a cartoon licence. There's a bit

more to the cartoon sense than flying through the stars shooting down planes. It's a pity the programmers didn't make use of that. I love the cartoon show but the game doesn't do it proud. If you fancy a shoot-'em-up with some nicely-drawn cartoon graphics, give you ball with this. However, I find most *TaleSpin* fans will be disappointed. **NICK 71%**



Level Two takes you to a beautiful stadium. You can't watch the game though, Baloo's work to be done!



FORCE FAX

If you miss an important power-up, flip up with down and go back for another go!

TALESPI



HANGAR POWER!

Nothing will lift a Hangar game profile as quickly as revealing any of these items — that's if you've been collecting money along the way!



**Mind-Blow-
ing Double**
gives you a much-needed extra life — shoot!



American with an extra heart is the strength of the Mini Sea Duck — shoot!



Confession table will help contribute to the plot — no need to start again!



Weight Shifter sticks to the camera faster, increasing fire power.



Super Rapid Works fire up to four high-speed shots at a time.



Engine Power-up increases speed — and it's coming every day.



July has drive, drive, drive! *Talespin* is a great shoot 'em up with plenty of bubbly action sequences. Although controlling the bespectacled aircraft is rather silly, you have to burn upsets down to shoot behind, apart from that, *Talespin* is great. I admit it's nothing new but I love this type of game to limit the graphics level that differs in the original cartoon and its just blowing with colour and sound. **9/10** *IGN*



N



The hearts in the upper left of the screen (see left) show how strong the Mini Sea Duck is. Each time the plane gets hit, a heart disappears. When they are all gone, your fate is forfeited in whaty fook up cargo boxes for a bonus. Level One (below left) takes place over the sea. Defeat the sub to go to the next round.



N-RATING

VISUALS 70

SOUND 68

PLAYABILITY 73

LASTABILITY 75

FORCE 73

Virgin Games Centre
Tel: 01 234 2525



HUMAN



In this stage you discover the power. To bridge large gaps, catch the pole and spin (highlighted above), use the power meter and press [A] to jump.



Here we see teamwork at its finest. The best way to get a score in the top of the platform is to force a human chain and sit low up on the other guy's shoulders.



The second object to discover is the bomb. The left one (highlighted) is for picking up and dropping, the right and the one on the right (highlighted) is the grenade (control is very useful for keeping enemy movements at bay).



What's enormous, green and has teeth the size of a New York apartment block? That dirty great dinosaur chasing CARL, that's what! Run away quick before he has an early lunch!

Long ago when the Earth was still a teenager and Kyle Minoaga was an 11-year-old, many things were different. Kyle, they called him in the days when "they" could mean anything from "you" to "Greece no, wait I got you the way to the French Riviera because I have a particularly without wonder state to my place", they called through probably with the same effect as a little institute as a rambler in a little prison. What on Earth can I do about? That angry monster, the Minoaga of course!

Trials and tribulations

This is a cooperative game where the aim is to solve puzzles with team work and clear use of the

resources available.

As a critical asset, use the tribosomes and their particular abilities to solve puzzles. There's a time limit and to add extra pressure each tribosome kills war, having been available for the next puzzle. The further you get, the more man are required to solve the puzzle, and the easier it is to make mistakes.

Standard trials like this are not include finding a spear, rescuing a tribe and retrieving a stolen idol — no, it's not 1981! They also bump into a huge dinosaur and have a song with a rival tribe. The nice graphics are excellent but



are much smaller during the game to accommodate the scope of each level and the number of entities on screen. Gameplay is similar to style

to Lemony, with a menu of entities to choose from. The comparison to Lemony ends there though, if anything humans to help! I had a hard time hearing myself away once I got into the action and scope of the missions but the handling with laughter.

This is definitely one of the best titles on the Game Boy for some time. If you're a puzzle fan, this is made for you. Even if you're not this might convert you. CARL, 8/10

One of the best Game Boy titles for some time

NS

HUMAN NATURE...

Essentially, *Humans* is a game that requires plenty of thinking and planning if you're going to last long enough to enjoy your next five fingers. The object is to progress through various stages of increasingly difficult, ever-changing obstacles, picking up useful items and tackling various enemies.

Like all great hunter of your very own tribe, must guide them through perilous without killing them all. Start by releasing the spear, very useful against enemy-friendly dinosaurs or for use as a pole vault. Other items to find later in the game include a launch for launching at enemies, ropes for lowering or raising your tribesmen, a wheel for quick transport and even a witch doctor who, apparently, has studied and fabricated knowledge (you-er).

Heading off, you place tribesmen against ledges and climb on their shoulders, vault across crevasses and spear enemies. If you find the object at the end of the level with enough room, when you go to the next level.

It's a game which can be compared to *Learning* in many ways, but has plenty of fun and is less basic. The main difference is that in *Learning* you have to avert catastrophe and save them from themselves, whereas in *Humans*, you have to guide the tribe through the trials of life.



NOBODY STEALS OUR IDOL !!!

The real title of this fantastic internet got very tricky if you try to find their site. A good friend of the Spear says, "Don't call it a baby member of the tribe is called a tribe fight — they screw a lot."



► **Producer**
Cave-Tel
► **Platform**
► **Price**
Cave Appx.
► **Supplier**

Dishes
Tel: 081 421 4012

FORCE FAX



The title tells you the number of times you need to complete a level. If you haven't got enough you may as well kiss your tribe good-bye.



N.E.A.T.ING

VISUALS

78

► **Impressively** well limited but **impressively**

SONICS

68

► **Impressively** well limited but **impressively**

PLAYABILITY

89

► **Impressively** well limited but **impressively**

LASTABILITY

86

► **Impressively** well limited but **impressively**

FORCE

86

► **Impressively** well limited but **impressively**



CHIP 'N

RESCUE RANGERS

The level One boss is easy. Press (L) to pick up the red ball and then (R) again to throw it at the mechanical monster. After a couple of hits he blows up.



ROB's a cheeky little chipmunk. He always fancied himself as a Chippendale but his buck teeth and silly hat kept ruining the photos.

I suppose in some quarters two chipmunks leaping around pushing prize-winning tomatoes and existing poor guard-dogs are considered yammy. But at the Data they're cut-throats.

In this adventure, Chip and Dale, also the Rescue Rangers, are called to help their neighbour. Mainly the kitten has been cat-napped and she's understandably very upset. Mandy suspects an evil band of mechanical bulldogs and robotic rats working for that lousy mascot that Cat has snatched the poor little kitten and so asks the chipmunks to come to the rescue.

So Chip and Dale cut off across treacherous terrain, battling with all kinds of bad bats and lasers. But our technicians aren't alone on the quest, their pale Doggie, Monterey Jack and Zigzag kindly offer to come along for the ride.

Boxing clever

In one-player mode there's the choice of either Chip or Dale, and in the two-player game both characters



Use the cones to hide in or throw them towards enemies. Some of the bigger bad guys need axes that are hit to kill them, so they stop.

work together. Along the way there are plenty of useful boxes — put them up to find goodies, or hide inside. Any baddie walking into a box die immediately — ha. There are also plenty of mutated tomatoes to throw around the place. Each level has knock the long daylight out of the bad guys, so think as they as possible.

However underneath all the dressing, Chip 'n Dale is nothing new. It's just an average platformer,

Not enough variation to keep you hooked

surely completed after a few hours. The graphics are very disappointing. With a vast amount of scope for bright and colourful backgrounds but sadly, many of the levels are dull and lifeless. The simple control system is featureless but there are a lot more exciting platform games on the market. My advice is look elsewhere for your fun. **ROB 64%**

FORCE FAX



Put all the crates over your head to hide from the metal monsters. Most enemies attempting to invade your hiding spot come to a sticky end.



Collect as many flower keys (top right as possible). For every 50 flowers you collect, an extra life is awarded.



Use it! This looks like trouble for the poor chipmunk. He's under siege from mechanical bulldogs, robotic rats and Buzzar. Quick, hole in the crate!



Each player starts with three hearts. Each hit loses a heart, but enables the player to respawn, if possible. Take advantage of this to get out of a tough situation.



DALE



I've almost agreed with this fully bare. This is a case of "look out Fat Cat, the City 'n Dale are on your case!" Captains and Daley really make a bad game (Mickey Mouse, Little Bernard and Top Gun are just a few of their past successes) but not. Formerly because they're aren't quite measure up to their usual standards. Daley's exciting pace, but what's wrong with that?

Look at Miami, the Apartment Man. There's no denying that with great presentation, a heated formula works. Unfortunately, that's where the *Party, baby, party*. The *Party, baby, party* advertisement under word one will have been a *Party, baby, party* of the game. **7.5/10**

NO-NO-NO, GUYS!!

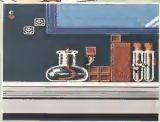
WOWING DAWE!!



The modernized buildings are classic, but very dumb, animal. To take over in a state game (3) to pick up the best and then (DOWN) to take over it.



The very best of the top right of the picture is better. Because of the story in this best bear's nest. Get the class and to end attack into you.



Professor
Clayton
Playable
1-0-5
Price
\$45.99
Supplier
Wally Games Centre
Tel: 021 238 2933



Not only are crates useful for hiding in, but they can also be floors of ascending enemies. The best method is to hold onto a crate at all times, so if ever there's a tricky situation, you can fight your way out.

N-RATING

VISUALS 62

SONICS 67

PLAYABILITY 66

LASTABILITY 69

FORCE 66

Kit me out man!

KIT ME OUT MAN!

N-FORCE is a magazine for

- a. Nature lovers
- b. Noodle manufacturers
- c. Nintendo game fans

How many games are reviewed in this issue of the magazine?

- a. 17
- b. 27
- c. More than I can count

What is the name of the girl in the N-FORCE issue?

- a. Mary Lou
- b. Curly Sue
- c. Vanessa Parade

Name _____ Age _____

Address _____

Phone _____ Post code _____

Send your entries to I WANT SOME FORCE COMPO, N-FORCE, European Impact, Ludlow, Shropshire, SY8 1LW

And by the way, the editor's decision is final because he buys Jilly Tots and no correspondence will be entered into because he's gone on about. Please take

his little square box if you don't want mail from any nice companies. ☐

Hey! Do you want to be a real N-FORCE fan but don't have time to go about it?

Here's your chance to win one of ten exclusive

N-FORCE games including signed copies of the magazine, a great book collection and the hot N-FORCE Street Fighter II poster autographed by the artist. There's been heaps of requests for our ultra-hip and trendy T-shirts and the Street Fighter II novel gives away with issue FIVE. So, after having Dougie very helpfully fill back and holding his nose down in a heap of dirty shoes, he's concerned to give away ten packs consisting of:

- A signed copy of the magazine
 - An autographed poster of the artist
 - The hip and beautiful N-FORCE T-shirt
 - Two T-shirt badges
 - The N-FORCE book collection
 - An N-FORCE binder
- All you have to do is send in the form below, at back, and hope for the best!



Christmas party

What a party! Just wish I hadn't drunk so much cola and done that trick with the Twiglets...

There were crackers, party hats, fizzy drinks and pudding galore. The occasion — the first ever mega-huge N-FORCE Christmas party. Two lucky N-FORCE readers were picked up in Dougie's Porsche and driven at high speed to our headquarters in Shropshire to eat, drink and play Street Fighter II all day.

Chris Rymar and best mate Aledwyn MacPherson were treated to a full stop-out day and hours of all the latest Nintendo games including Super Star Wars, Mickey's Magical Quest and Super Mario Kart.

And of course, when it was time to go home we loaded them up with heaps of T-shirts, magazines, books and posters. Some N-FORCE readers have all the fun.



NiFORCE
100% FOR NINTENDO!

100s OF HOT CHEATS!

Ace's High!

OUT OF THIS WORLD

SNES

Bart's Nightmare, Fatal Fury, Kaboomy, Krusty's Super Funhouse, Micky's Magical Guest, On the Ball, Out Of This World, Rival Turf, Road Runner's Death Valley Rally, Smart Ball, Soul Blazer, Street Fighter II, Super Double Dragon, Super Ghoul's 'n' Ghosts, Super Mario Kart, Super Off Road, UN Squares

GB

Bart's 'n' Squares,
The Fortress Of Fear

NES

Abadox, Adventure Island 2, Captain Planet, Double Dragon 3, Dragon's Lair, Dynoware, Kibble Cubicle, Star Wars, Terminator 2





Well, how things change. Two months ago I was just a humble floor-sweeper's assistant in the basement of the N-FORCE building, praying for the day I'd be in charge of the tips section. That nice

Mr Chris Rice fixed it for me and here I am with my very own tips thang. There are tons of tips for everyone so let's cut the small talk and get on with it!

Street Fighter II



It's another classic but why does it still have a billion fans? Well, it does because you get to play against the same beloved character opponent you've known since you were a kid. It's a classic game. The only problem is you need about half an hour to get the hang.

Start a one-player game and choose any character. Once you're into the game, let your player use for two rounds. After, select to continue press (START) on the left controller and you go back to the character selection screen.

Now this is the important bit so listen very carefully. Choose the player that you would like to see fight against. (Blue CHUN-LI is Blue CHUN-LI) and, this time, let the stage you want at bottom. Let your player use both rounds. Don't fight at all, press (START) to continue and you return to the player selection screen again.

Once a character has been selected, press (START) to begin the second round. In the first round, to join, the player you want to continue.

Use Player One to defeat Player Two for two rounds. Then Player Two is added to continue. Wait for the computer to pick a stage then join in by pressing start on joystick two — choose the player that corresponds with the stage. You may now keep alternating (or switch) you learn pick the player you want to double up.

When you're in at your desired player's stage, leave Player One and Two and press start on joystick one for two rounds. After, select to continue press (START) on controller one, pick the player you wanted to be done in the beginning, press (START) and say to your self you'll be using you. Ready to kick you into next world? Well you'll know very



The Fortress Of Fear



There are some fairly nice bits in by Genesis F-Force from County Riders, In fact. To locate the bonus items at the end of Level 1-3, and the moving platform and jump on. When you're at the top jump in the left, swing the wall and go across in the first second round.

Collect all the items and then go to the top left of the screen. Jump over the wall and go across in the second second round. To get onto the items and get back the only you can.

Bart Vs the Juggernauts



On the little Game Boy smash, when you're on the Hop, Skip and Fry level, press (A) and (UP) to do a double jump. On the skateboard level and Gail's event, when you get to the end of the ramp and are in mid-air keep pressing (A) and (UP) and you go over the gap on the pole and land on a skateboard giving you points or both points. Thanks to Don't expect Wileas Wadsworth of SkateBall for these handy hints.

Dynawars



Get your peasant round these level codes for the attraction adventure.

Level 1 8547
Level 2 8431
Level 3 9888
Level 4 8315
Level 5 7422
Level 6 1887
Level 7 8423

Abadox



Here is a tip for infreability on the little cocker. Press (A), (A), (UP), (B), (B), (DOWN), (A), (B) and (START) and voila — you'll live forever.

Kickie Cubicle



To enter in special round, hold (DOWN) as you turn on your console. The screen turns pale blue, now press (SELECT) if you're still having problems, by this selection of level codes.

Level 19 1700 BLOC
Level 15 1324 D88D
Level 26 16169186
Level 23 1333 F8C2
Level 26 1431 F8C2

Captain Planet



If you're following a hard time reaching the last levels in this galactic arena by these codes.

Level 4-1 85087F
Level 4-2 76027F
Level 5-1 844857
Level 5-2 82044D
Game and 98827D

On the Ball



Once you enter these passwords, you can begin on any of the balls.

Field 2 84-WYH
Field 3 HCDWD
Field 4 WJWH

Bart's Nightmare



This is the type of game that has you waking up in the middle of the night in a cold sweat. Eyes are having a nightmare of a time in Bart's

latest adventure. By this tip sent in by Sam Joyce of Gloucester to help find the pieces of paper in the Windy Wood level.

First, collect some coins when you get caught by the bulls press (R) to do a bug, everything is destroyed and





Super Off Road

In this, the most one-player mode you can only control a vehicle. This means you can't jump with no money and add-ons. To get around this, play a one-player game on the two-player setting and drive the other truck at the racing line. You'll never come last and have infinite continues.

Super Ghosts 'n' Ghosts

This new release is turning up the charts and here's a handy tip for all you knights in shining armor. To get a stage timed and sound test in this spooky epic, go to the option screen and move the cursor down to exit, press [] and [START] together on controller two. Then press [START] on controller one.

If you're feeling lucky, you can listen to all the goosy tunes (DS-04) and change the music into drum sounds by selecting 00.

a piece of paper should appear.

Still with the little spiky forest? Check here for some tips for the sub-levels.

Temple of Meggie

By pressing [R] you can scroll the screen. Do this every time you reach a dummy launching Meggie and the dummy flies before you reach it.

Itchy and Scratchy

Press [UP] and [LAMP] to leap on the furniture where the bedies can't get hold of you.

Bloodbrawl

Stay away from the grenade throwers and you have no trouble.

Darkfall

On the first part five enemies, laser swords and down, don't worry about points. On the second part save your electricity for later, when you get to the top, press a button.

Smart Ball



If you're frustrated because every time you start the ball's platform you return to the beginning, try the clever cheat. When

the title screen appears with the words "Push start button" press [UP] [UP] [DOWN] [DOWN] [LEFT] [RIGHT] [LEFT] [RIGHT] [X] [A] [SELECT] and [START]. This takes you to stage 4-A. Regulars will recognize this as the truly Konami cheat!



Super Double Dragon



Here's a subtly cool cheat for giving unlimited continues for two players. After both players have lost their last lives and the screen flashes "Credits" above each player, press [START] on both joysticks at the same time.

As if by magic you both come back to life and each starts seven credits—welcome!

Kablooey



Here are a few level codes for this 1988 puzzle.

Level 17	QWVU
Level 18	DFUL
Level 19	DLGW
Level 20	QWTF
Level 21	JFVW
Level 22	QWVU
Level 23	WVUU
Level 24	WVUU
Level 25	LVUU
Level 26	LVUU
Level 27	LVUU
Level 28	WVUU
Level 29	WVUU
Level 30	TUWU

UN Squadron



It's a matter for argument and you're not really all we're getting for nothing. By this means, you can get to the option screen without

pressing [LAMP] [LAMP]. Change the screen resolution and the resolution of the screen.





Win a game!

Special Thanks to Wayne Becker, Rick Wallace and The crew at Game — the team behind the Action Replay.

For the uninitiated, the Action Replay is a nifty game-enhancing device allowing you to customize your favorite carts. That doesn't mean allowing cheats to get beyond points — we're talking cheat number 1 only, the special mirror of code, or Zeds with unlimited image views.

Counting on the generous guys at Game, we've got a bundle of 1000s to give away for the contents of the most original codes, plus the best of the bunch gets a can of his/her choice.

Remember, we're looking for original cheats — not the standard

well-worn ones or simple "no cheat" ones you waiting for — get cheating, those game and send those codes for ACTION REPLAY CORNER. Act's High, N-FORCE, European, French, Italian, chipsets, and 100 MPG.

Soul Blazer

Here's a little confier for all you RPG fans kindly sent into us by N-FORCE at 10000 0000 0000 for 15 life points once you reach 1000 experience points.



Street Fighter II

Wanting know how to enter the last four characters? These codes from Spencer Olson of Quake, will make your par stop. Make sure you set the game on two-player versus mode and give 'em a go. **10000 0000 0000 0000** will let you off the last and say only display the characters, we couldn't fight with them.

Player One

Super 7000 0100
Blaze 7000 0100
Energy 7000 0100
High 7000 0100

Player Two

Super 7000 0100
Blaze 7000 0100
Energy 7000 0100
High 7000 0100

Road Runner's Death Valley Rally

Cherish to David Conant of Wakeback for these codes. Invisibility 700F 0000
Unlimited turbo boost 700F 0000
Infinite lives 700F 0000



Rival Turf

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHICKORY — you enter a character-name confirmation screen that allows you to change the names.



Fatal Fury

It's the man, Alex Denko of St Albans again this time with an excellent tip for the fog. Go to Street Fighter mode, Player One chooses either one or two players, we press (DOWN) on controller two and you have a white new range of dead hard characters to choose from.

Super Mario Kart

Here's a speedy boost tip to help you make a quick getaway at the start of a race. When the guy in the crowd (Lulu) to be given first's done with the starting lights, wait for the first light to flash then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.



Krusty's Super Funhouse

If this game is giving you green wigs in a hurry and making your red noses glow, here are five useful codes sent in by Andrew Brooks of Tyne & Wear. For the UK version of this brain teaser, that will have you dozing around in no time at all.

Level 1 H KIDS
Level 2 BRIMMER
Level 3 SCRATCHY
Level 4 BARTOUCHE
Level 5 BOLANEX



DIAL-A-TIP

HINTS 'N' TIPS 'N' CHEATS 'N' POKES

STREETS BRIGHTLY	0891 445 921
NINTENDO CHEATS 'N' TIPS	0891 445 913
CHEATS GALORE (UK BY SOUNDSCAN)	0891 101 234
CONSOLE HOTLINE	0891 445 990
CONSOLE CHEATS 'N' TIPS	0891 445 991
SUPER MARIO WORLD HELPLINE	0891 445 924
THE IMMORTAL HELPLINE	0891 445 928
HEROS OF THE LANCE	0891 442 025
POOL OF RADIANCE	0891 442 028
THE WIZKID COMPUTER QUIZ	0891 101 255

FOR FULL INFORMATION

ON ALL OUR OTHER HELPLINES, DIAL

0891 445 904

ALL CHEATS AND TIPS LINES

UPDATED WEEKLY

Proprietor: Guiding Light Computer Services
PO Box 17, Ashton-Under-Lyne, OL7 0WW
Call cost 15p a minute, 4 "Chase net" and 45p a minute, if on other lines.

SUPERDRIVE GAMES CLUB

WANT ALL THE BEST RELEASES AT A
PRICE YOU'LL LIKE? THEN SWAP
YOUR GAMES FOR JUST 12 INC P&P

MEGA DRIVE

SUPER NES

GAME GEAR

GAME BOY

UK GAMES ONLY - NO CONVERSION REQUIRED

MEMBERSHIP ONLY

£ 10

PER YEAR

THIS ENTITLES YOU TO:
THE PRIVILEGE GAME CARD
(10% OFF ALL NEW GAMES)

AUTOMATIC ENTRY INTO OUR MONTHLY COMPETITIONS
SUPER GIVEAWAY PRIZES
FREE CATALOGUE & STICKERS

CALL **NOW** FOR MORE MEMBERSHIP DETAILS AND
A CHANCE TO ENTER OUR PRIZE DRAW
WIN SONIC II OR STREETFIGHTER II

TELEPHONE 081 519 4326

I WOULD LIKE TO JOIN THE SUPER DRIVE GAMES CLUB

NAME.....

ADDRESS.....

MACHINE.....

DATE.....

TEL NO.....

SIGNATURE.....

AUSTIKE ENTERPRISES
54 WOODGRANGE ROAD, LONDON, E7 0GH

FOR MEMBERSHIP DETAILS

PHONE 081 519 4326

WIN
A HANDHELD
TV
0839 993314

WIN
A NINTENDO
GAME BOY
0839 993314

CALL
0839 993314



WIN!

WIN!

TO WIN
A SUPER NES

WIN
A MEGA MOUNTAIN
BIKE
0839 993314

WIN
A SUPER NES
0839 993314

Prizes and participation at games who pay the full costs (except of the full costs only, see other items. Call 0839 993314 for full details.

LEVEL 1



Push the base of the catapult then run back here to avoid getting squashed by the incoming boulder.

Judge the constant bombardment by jumping on one of these two platforms. Careful though, judging the distance is tricky.

Don't stand in one place for too long or you get squashed by a rock. The key to this game is to keep moving.

It's time to push the base of the catapult again. There's no time to admire the view — Wile E. Coyote is hungry and you're on the attack!



ROAD RUNNER

They're back! Wile E. Coyote and Road Runner are locked in a hectic struggle through the Grand Canyon. Join us as we take you through Level One of this speedy platformer.

Harder-to-find checkpoints and flags. Take it steady (more haste less speed) and keep an eye on the arrows.

Section 1

The yellow flag isn't too hard to get, but the purple, red, and green flags are extremely well hidden — some are hidden in-cave-like halfway down ravines. This time Wile E. Coyote's spotting a new little green ball and does his best to get in the way of the bloated boulder. Keep an eye on the arrows and you won't go far wrong.



Road Runner speeds up hills, through canyons and only stops for food and to spend a penny — what an absolute hero!

Level 1, Section 1

This first section's relatively easy: keep running right, dodging Coyote and other vases on your way. Skip at each hill to collect bird seed and points — most of the flags are at the summit of each hill.

Section 2

This section is a little more tricky as Wile E. Coyote's flying around in a feather launching exploding anvil. The terrain gets much nastier as well, with lots of vertical drops to zip up and then narrow ledges to balance on and

End-of-level catapult

The best way to beat the boulder launcher is to run to the far base of it and back, dodging the constant bombardment of rocks. Repeat this several times and the catapult runs to 100%.



Throughout the game, Wile E. Coyote whips a number of zigzags. This one is his green bar out — quite tedious isn't it?



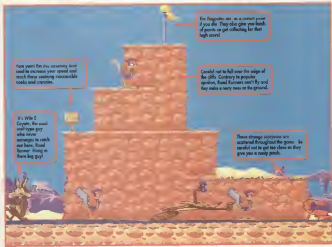
Here we see the death circle along a spot of hellacious. Unfortunately, he forgot to bring a puncture repair kit with him. Uh-oh! The looks like a nasty fall!



Oh, no! It's the blueprint for the dreaded collapse! It doesn't look so dangerous when it's shown on paper. Better destroy it, quick!

Continue to push money at the collapse and eventually the evil capitalist, and its creator, are reduced to a steaming pile of ... er... well, a steaming pile of broken bricks. And that's back to the drawing board for that rather stupid crypto — altogether now, did

What will be think of next? Surely like a man for a capital to me, how does Wile E. Coyote sound?



The Piranhas are on a constant quest if you die. They also give you loads of points on just collecting for that high score!

Now you'll get the scenery level and to increase your speed and reach those exciting inaccessible rocks and crates.

Could not to fall over the edge of the cliffs. Contrary to popular opinion, Koopas can't fly and they make a nasty mess on the ground.

It's Wile E. Coyote, the usual mad-hunter guy who never manages to catch our hero. Good ol' Homer being in there big guy!

These strange scenarios are repeated throughout the game. Be careful not to get too close as they give you a nasty punch.

MICKEY'S MAGICAL WORLD



Mickey's world is a wild and wacky place. You need a guide to show you the way. NICK's your man — armed with nothing but a set of big black ears and a compass, he'll show you who's who and where all those secret bits are hiding.

WHO'S WHO?



Mickey comes up at the start of every chapter and can help you find your way.



Goofy your first true ally. Peter's Poet has come along with the microphone as a guide.



Donald is Mickey's regular. Our wacky best friend spins a bit of magic from his hat.



Minnie is Mickey's girlfriend. Her perfume might not work anymore, but she's still a beauty.



Clarabelle is Mickey's cow. She carries a book that contains about anything you could possibly want to know.



Mushrooms are Mickey's best friend. They can help you find your way.



Mickey has a special book that contains about anything you could possibly want to know.

The different Mickey characters are all Mickey. To complete them, you need special "Mickey" special powers. You can find the clues you need in Mickey's special book.

Traps

Sleeping bears: spin to wake them, they give you a golden coin.
Bumble bees: buzz around with the spins and Dodge his attack then jump on his head.

Beavers: walk around underwater so Mickey can walk on rolling logs.
Deadly to the touch!

Fire: use them as stepping stones but watch out! They leap into Mickey's path.

Star: Hide chase Mickey underneath — use bounce to hit.

Thunder: slowly move to the left when doing them, then start running on the steps you release.

Worms: run about picking Mickey. Drop on them four times to kill.

Grasshopper: fly around knocking into things. Drop on them twice.

Secret gear up area: Above the first stage 1-1.

PART ONE

General store
Jump off the barrels at the bottom of the run enter the store. Now walk right to discover the entrance to the store.



Bees Two
Besides being incredibly ugly, this toady friend is very tricky to handle. Bounce on his head to receive a portion of his tail and spin them back into him. If you run out, just bounce off his head when it isn't beeping.



Bees One
Jump on his head when he comes down low. He'll send out three flies, jump on these then grab them and spin them into him.



Dark Forest

Fish: jump out of the wavy water and grab Mickey when he's not. Avoid them!

Archers: shoot out poisoned arrows. Bounce on their heads.

Leaves: jump to the next leaf when it swings near. This is really tricky at first.

Snakes: fire from the fire and water from side to side. Zap them with magic.

Crabs: stay away around made trees and can be repaid.

Thompson: jump from one to another when the chains are down.

AL QUEST

POTTY POWER-UPS

-  **Mickey's magic pipe** Magical Mickey more magic power
-  **Fire hydrants** Use on the water level on the same pipe
-  **The MMs** grab the blue Mickey for a healthy pipe
-  **Get into pipes** collect coins to control the ground above
-  **Push grab these** controlling everything you can't touch

Secret passage 3
Use the Magical Mickey to walk down in stage 24 and get the extra energy heart.



General advice
Steal the small 10 coins with the fire to make steps up to the secret store entrance.



Stage 4
To take the fire, pushing down to the blue Jerry will make when the happy-go-lucky links in all the



Stage 5
Continually fire the base of the fire and look down the fireballs to provide points up. When the difference score enough jump up to get down to stay 400 health bar.



Secret passage 2
Take the path along the ground in stage 27, remove the blocks to find the entrance, that is a handy extra energy heart.

General advice
But the fire fall from the ledge to discover the advice.



Stage 6
Avoid the incoming shot attacks and the big tough to get a fire to stop the robot gun.



Fire Grotto

-  **Walk** - Leave Mickey on the 80 seconds, Top line 80
-  **Flame** - These little flames are hot! Use the boxes to seal them down.
-  **Fire ball** use the time to stay from flying up.
-  **Play Mickey** - cut them down before stepping on them.



Secret passage 4
Use the Bomb to push the block off at the start of the stage, then climb up to the secret entrance.



Well that's all from Mickey and the gang this month. Don't forget to tune in next issue when we'll be showing you all the perils of the final levels, plus a blow-by-blow guide to beating the end boss.



OUT OF THIS WORLD

The first stage is relatively easy: bring the cage by pressing (LEFT) and (RIGHT) on the joystick. After a while the ground fire has been used the cage falls on fire.

After the cage has fallen, pick up the steel guard's laser and run right with your new alien buddy. He's the only guy you can trust on this planet.

Follow your friend along the level and shoot all the gophers that get in your way. Be careful though, they're very quick. The steel structure reflects the laser 30 yard front.

Now for the tricky part. The first gopher appears as you run on to the third screen. Shoot him with your laser gun and then continue across the screen.

LEVEL 2

This brain-numbing but brilliant game can cause all sorts of problems. Often overlooking one small detail can make the difference between finishing a level and getting horribly stuck. After many frustrating hours toiling over a hot monitor, we've put our collective brain cell together to bring you the full low down on the tricky second section.

Shooting can be very tricky. There are three types: automatic normal laser fire, a flame ball and a super laser. Practice these the better you get normal fire, hold it down a little longer for a flame ball and keep it depressed for the super laser.

Your old laser Knight DayKid lets off a laser when he sees an enemy working on a computer screen. But things would go terribly wrong. The unfortunate scientist is buried through the screen. You continue on a steady walk (without by robot allies). And now he's fighting for his life!

GAME GENIE GALLERY

It's back again — the gallery full of top cheats for Game Genie users.



Don't forget, you can send in your own Game Genie codes — the best each month gets a free set of their choice. If you've got a good one, send it to THE GAME GENIE GALLERY, Ave. 4 High, N-FORCE, Lubbock, Mississippi, 394 LW. Don't forget that very soon we'll be bringing you even more Game Genie codes in this very column. So keep your eyes peeled.

Thunder in Brazil (Brought from West) Lets you do the great code to help Luke defeat the Duke Side.

Star Wars
TAMTA More enemies gone

Adventure Island 3
DMLC00VC INFIL00VA
MARS013A Infinite lives
No energy, less than hitting object
Invulnerability

Double Dragon 3
SCLP0AAA Collector for Billy, Jimmy and Chris
More energy for Billy and Jimmy
DVC00004 More energy for Rancos
DVC00003 More energy for Rancos
DVC00005 Less energy for

Terminator 2
DCCW02G Jimmy and Billy
Less energy for Rancos



Dragon's Lair
EAC000AA Left Level
KDB000AA Jump to level 3 with infinite lives and 10000

Infinito Lives
DCC000VA One life
DACC000A Five lives
DCC0000E Infinite energy
+ Take minimal damage
DCC00004 Super jump
+ Slower running
DCC0000A
DACC000A
DACC000A
DACC000A
DACC000A



ORLD

Watch your back as you run out the end of the corridor. A guard appears behind you, and then he tries to blast you into a thousand pieces.

Sorry, there's not much up here except a special view of the clock tower through the barred windows. It's a bit empty for an attic, isn't it? But here's plenty of loot. The Antique bombmaker would love a field day up here!

Your friend wants to unlock the door. It's not too tough, but you must protect both of you by exhibiting a series of force fields until the door has time to open. When it is open, run right with your mate to the lift shaft.



Your clean body opens up a trap door. Say good-bye and go down it. Don't worry, you see your mate later on in the next level.

Wait for your mate then go downstairs the next guy, pull up and let your mate go in front. If there are any enemies waiting at the bottom get them first.

Once you and your mate enter the next room, use your super power on the gun to blast the door open. Run to the gap and pull down. Run, run fast!

Use a weight down the guard immediately, then shoot the wall in front. This cuts the main power off and makes your job a lot easier. Now go back to the next floor.

Once both of you are on the lift, pull DOWN on the joystick until the lift is on the ground floor, then you take the next room being your mate.

Get mapping!

Don't forget, we're always on the look out for new cheats and tips. If you've got some hidden info on the latest Sega, sat and Game Boy releases why not send them into us at ACE'S HIGH, N-FORCE, Kensington, London, W8 5PP. We're interested in maps of particularly tricky levels. You don't have to be an artist, just make sure you get all the details. We've got hundreds of prizes to give away, including Action Replay T-shirts and more for the best original Action Replay codes plus goodies galore in Game Game gallery. So stay on a fire and coffee and join the gang down at ACE'S HIGH.

Sadly, that's all folks. I've really enjoyed my first issue as the new host of Ace's High. I can't wait to see you all next month when we'll be bringing you the final part of the Mickey solution plus hundreds of new tips!

THE ACTION ZONE



WIN SUPER NINTENDO
+ STREETFIGHTER 2
+ SUPERSCOPE

All the arcade action
in your own home!

0839 405097

ACTION REPLAY
FOR YOUR
MACHINE

Includes power, battery
and volume controls



0839 405091

WIN A MOUNTAIN BIKE

The bike of your choice up to £300

0839 405099



GAME GEAR
+ TV TUNER + SONIC 2
Great games and a T.V. tuner

0839 405093



WIN MEGA DRIVE +
MEGA CD + SONIC 2
+ CD GAMES
Sound, graphics, games!
More Mega!

0839 405092



0839 405098

STAR TREK VIDEOS
Every episode of the original series
worth over £400



WIN AMIGA A600 OR
AMIGA A1300

Choose between the
new 16 Bit A1300 or
the thrusty A600

0839 405094

WIN £250
WORTH OF GAMES
Run riot in a game
store!

0839 405096

IMS Ltd, P.O.Box 28, Northampton NN1 5DS

Calls cost 34p (cheap) 48p per min (all other times) per min. Max call time 7.5 minutes.
Multiple choice questions, with decoder. Please be sure that you have permission to make this call



GAMES
CENTRE

CHART TOPPERS



Japanese chart charts courtesy of The Super Famicom magazine, UK charts courtesy of MusicWeek, Super Famicom magazine.

UK CHART

1. **NE** Super Mario Kart
2. **F** Street Fighter II
3. **NE** Bert's Nightmares
4. **A** Zelda 2
5. **A** Super Mario World
6. **—** Ceyamen Ninja
7. **NE** Dragon's Lair
8. **NE** Spideman X-Men
9. **NE** Axelay
10. **F** Super WWF

1. **NE** Kung Fu
2. **A** Home Alone 2
3. **NE** Lemmings
4. **F** Hyper Soccer
5. **A** Super Mario 3
6. **A** Super Mario 2
7. **F** WWF Steel Cage
8. **A** Kickie Cubicle
9. **NE** Tiny Toons
10. **NE** Rescue Rangers

1. **—** Super Mario Land 2
2. **A** WWF Superstars 2
3. **NE** Star Wars
4. **—** Home Alone 2
5. **NE** Ferrari
6. **NE** Kirby's Dreamland
7. **NE** Mario and Yoshi
8. **F** Super Hunchback
9. **F** Dr Franken
10. **A** Bart vs Juggernaut



USA CHART

1. **A** Street Fighter II
2. **A** Super Mario Kart
3. **A** NCAA Basketball
4. **F** Mario Paint
5. **A** Soul Blazer
6. **—** Play Action Football
7. **A** Bart's Nightmare
8. **A** TMNT IV
9. **F** Legend of Zelda
10. **F** Super Double Dragon

1. **—** Tecmo Super Bowl
2. **A** Night & Magic
3. **A** Dragon Warrior 2
4. **A** Contra Force
5. **F** Super Mario Bros 3
6. **F** Tetris
7. **F** TMNT: Manhattan Project
8. **F** Super Mario Bros 2
9. **A** Adventures of Link
10. **F** Monopoly

1. **—** Kirby's Dreamland
2. **F** Super Mario Land
3. **—** Baseball
4. **A** Quarth
5. **A** Four in One Funpack
6. **A** Bart vs Juggernauts
7. **F** Dr. Mario
8. **F** Yoshi
9. **F** Tennis
10. **F** Caesar's Palace



JAP CHART

1. **A** Micokey's Magical Ads.
2. **A** King of Fighters
3. **A** Dragon Quest V
4. **F** Super Mario Kart
5. **A** Wizardry V
6. **F** SangoKushi 3
7. **F** Volleyball Twin
8. **A** HokutoKoku 6
9. **A** Hero Legend
10. **F** Street Fighter II

1. **A** Super Mario Bros 2
2. **F** Knight Gundam 2
3. **A** Best Play Pro Baseball
4. **A** Dinosaur Squad
5. **A** Derby Stallion
6. **A** Yoshi
7. **A** Kuno's New Sports
8. **F** Top Striker
9. **A** Tetris 2 & Bonobius
10. **F** Dragon Ball Z3

1. **A** Super Mario Land 2
2. **F** Yoshi's Cookies
3. **—** Kirby's Dreamland
4. **A** Megaman World 2
5. **A** Bunk
6. **A** Super Mario Land
7. **F** Doraemon
8. **F** Tetris
9. **A** Ylfa Guts 2
10. **F** Ylfa Guts 2





Yank

He's back and he's bad but his head's still stuck in that tank! **MANIC MARSHAL** takes time off from his tour of duty to bring us all the latest happening on the US games scene!

Alive again!

Heroes in the States: *Manic Marshal*, *Leaf in New York* is still making big box-office bucks and THQ are taking advantage of Microsoft's Golden Hour by releasing two old Game Boy games.

With *Golden Hour* already behind the title — Kirby's separated from his family, this time ending up in New York City. But that's not all in the long, because those two old handsets have escaped from jail and are out to get you.

This means different fun, so Kirby finds new ways to follow his lead — attacking through many action levels. Both games are based on old-time themes — *Leafy*, *Temple*, *Madon*, *Madon* stories and *Temple* and *Leafy* are fun.

The aim is to make it through the *Place Hotel* — not too easy with the entire staff after your butt. Then it's through the hotel paths of Central Park and onto Uncle's house, before finally making it to the Christmas tree at the Rockefeller Centre.

Quite a nicely rendered graphics make the new cut an instant hit, while the variety of levels make the hand-held version a tough challenge. With so much happening onscreen, you'll be hooked with *Manic Marshal* (also hit)



Space madness

Thousands of superstars, fan and *Stony*, make their Game Boy debut in *Space Control Adventure*. Funding off to the year 600 billion, *Stony* is searching for the mysterious Pen, after he accidentally started the first that happened into space world.

Pen, captured the long-armed spaceship before landing in the alien world where Pen is stranded. The planet

is fraught with danger — beware the strange G.U.D. Plant, fight with lightning storms, and the Asteroid City (also hit)

The game lets you play both characters in different times, and combine a hilarious bonus round based on a game show. Just remember the warning period on the box — the game could cause space madness, brightly colorful and possibly, interdimensional explosion!



Swamp fever!

One of the toughest games on the box is a long time in *Swamp Thing* from THQ. This game is to place for beginners as well as fan releases are needed to kick the tough boss.

The programmers have tossed in plenty of extra effects in the battle against Dr. Arcane and his devoted *De-Mon* *Beasties* *Beasties* of his distinctive formula. There are also bonuses to increase energy plus *Swamp* *Plant* and *Beasties* for extra power —



Swamp Thing can turn into various forms of plant life to help him succeed.

There are three alternate game modes of levels, help from additional characters and to mention rules of rock-paper-scissors to *Swamp*.

If you want a change from the endless 4-bit combat conform them or just fancy a bit of your game-playing skills, grab your golden gloves and are if you're up to the challenge of *Swamp Thing*.

Tank!

You big softy!

And it's the cool watch on this page is not enough. Mattel Toys are bringing out a range of Barbie and Stingy toys. The latter have a string-pull protruding from the character's neck. Push her in and an enormous jelly-button that pulls out — one of the favorite lines is: 'I'm going to be soft!' Pull the bar (it's Stingy's mouth) to hear such classic lines as 'They don't call me stupid for nothing!'

If the popularity in the States is anything to go by, these are going to be big.

The Tube robes are a collection of anoraks, but equally as bizarre figures, providing what are referred to as 'under-leg' sounds, but we know later when we hear 'em — just don't activate them in small, enclosed areas or you'll be sorry!

Watch it mate!

While we're on the subject of Rex and Stingy, the latest cover over him is the G watch.

Turn the watch cover one way then the other and the image changes from the two stalling quads, to them doing the deed.

What's the deal you ask — just use your imagination!

The pic's on a lid that fits up to display the watch parts, and the whole watch comes in a cool multi-color colour 'you'd like one, right?'

Besting in mind these watches are so damn hot they're almost sold out here (not order only — they've not even hit the shops yet — you'll be excited to hear we've got one to give away. To get the only one in the facility, just answer the following simple question:

What is the name and Stingy's latest Game Boy adventure called?

Send it your answer to the first watch compo. **N-FORCE**, Empire Impact, Luttrell, Shropshire ST4

WIN The editor's decision is final and no correspondence will be entered into. We'll wait until the fan base's full, then the fan can pick with correct answer info.

And if you're a bit stuck, here's a clue — the answer's on this page!

A lad in a lamp

Never late to raise an opportunity, Water Toys are launching a collectable figure range on the back of Disney's *Aladdin* movie, which is selling out online's everywhere in the States.

Mixed a word with them and they've gradually granted us two wishes — or two games to be precise. The figures come in two different styles and are beautifully painted and detailed. There's the water genie dressed to impress of the a la natural girl, which comes complete with gold slippers and huge smile.

To win one all you have to do is tell us why you need your own personal genie in 25 words or less. Send your answers on a postcard to **GAME**, A GENIE COMP, N-FORCE, Empire Impact, Luttrell, Shropshire, ST4 NP0 (don't forget to include your name and address, and let us know if you don't want mailing from other countries). The two most exciting entries drawn out of Doug's laptop get these super-cool prizes delivered straight to their door. Go on, what are you waiting for?



Lucas—aid!

Here's something to look out for — monsters (working title) is a truly action-packed parody from LucasArts (the makers of the excellent *Star Wars*) done in the style (not) of *Star Wars*. So what can it expect? Well, from the early

version I've seen there's incredible digitized speech, radical sound effects and wizard monster robots (hope they're not ones) plus a revolutionary three-quarter view play. That's not to take the 16-bit word by word.

There are 50 action-packed levels to conquer and the best bit is each level contains its own mini-movie — *Demons With Wings* and *Demons With Wings* Party sets just two of the hilarious ones.

Packed with music sequences, lots of special animated sequences and to mention a gang of outcast character-actors, the bit board to be a monster hit. We can hardly wait — but unfortunately we'll have to stick the game's not slated to appear until November next year! You can be sure I'll be bringing you the latest developments as they happen so watch this space.

Well, that's all for this issue. The big bad Marshal will be back next month kicking some butt and bringing you all the latest US gossip on the Nintendo games scene. Until then, y'all take care now!

SIX OF THE BEST

SUPER NINTENDO TWO-PLAY

A new look for Six of the Best this month. NICK was getting a bit smelly, wearing that awful cap and gown every time and he wanted to play some games! The cane was good fun though!

Anyway, got a snes and a mate? Then keep reading because here come the best two-player games around!

Super Mario



Nintendo
Yes, this one keeps creeping up our and our ages. Probably because it's a great game especially for two. The screen is split and each player controls one of

seven characters. It's a fun, individual driving ability, not to mention wacky expressions and animations!

Each level features the great Super Mario World graphics, converted into Mode 7 tracks that scroll by extremely slowly.

Mode 7 heaven

There are three set of tracks to take a spin round, plus a special head-to-head game where both players score around a race attempting to burn their opponent's balloons.

Nintendo made a fantastic job of the game. It's every department about one — usability! A fun more track!

The Legend of the Mystical Ninja

Nintendo
This is a game that's been around for a long time, but it's still one of the best. It's a great game for two players, and it's a great game for one player. The game is a platformer, and it's a great game for two players. The game is a platformer, and it's a great game for one player.



Filled feel

There's a lot to like about this game. It's a great game for two players, and it's a great game for one player. The game is a platformer, and it's a great game for two players. The game is a platformer, and it's a great game for one player.

The game is a platformer, and it's a great game for two players. The game is a platformer, and it's a great game for one player.



VISUALS	84%
SONICS	94%
PLAYABILITY	82%
FORCE	83%

BEST!

ER GAMES

o Kart

are needed to give this a longer shelf life. As it stands, it's a really addictive (or a while) but the two-player game's easily completed. Hours of endless fun for two though. A great title that I just can't stop playing!



- VISUALS** 82%

Wario? What? Great effect and consistent victory screen.

- SONICS** 89%

Wario? What? Great effect and consistent victory screen.

- PLAYABILITY** 94%

An addictive racer that you won't want to get down.

- FORCE** 91%

The Mario magic is brought to life in a fantastic racing title.

Super Smash TV



Accomplish it's not easy, either you get to watch TV at work, get a wide range of created outside the game above to learn this! The Mario's also combine elements of The Planing Man and Duke's Fall Power to give a bloodthirsty shoot-'em-up that needs two-player cooperation.

The accessibility, with easy and opening, but enjoyable of enemies to beat, controls are made easy with four directions of guns on the fire buttons.

Starter for teen!

As with all shoot-'em-ups, there are tons of power-ups to find, just more weapons and special power like

you'll find in a 2D shooter. Every thing else, like in the case of Captain Jack, 3D! However, you'll find the game is a real challenge. You'll find you're not a casualist.

The graphics aren't fantastic — faithful to the original, color-up to reveal the marks, 3D, and a nice fancy changing around with matching guns, collecting star power, this is one to think about making the steps bars for.

- VISUALS** 87%

Very intense, but probably too hard to be worth going on!

- SONICS** 91%

Very, very intense, with complex and often obscure events.

- PLAYABILITY** 92%

Based on luck and you have got the fancy of things.

- FORCE** 90%

A great on-screen of the genre's classic.

Hat Trick Hero



Take

Most football games fall into the trap of being far too realistic and fiddly. Hat Trick Hero follows a fun

approach and controls via top of the shoot.

This game takes on the approach to create a real team spirit. Forget against boring football — in this game you can punish, bump, kick, and pull anyone to your team's control. There's

no offside rule and kicking the ball with your hand seems to be the norm of the game!

Here we go!

There are a host of great visual techniques, animation when a goal is scored and lots of great on-screen events. The digital approach adds an extra touch and creates a great playing atmosphere.

Hat Trick Hero emerged as the best out of the four football games reviewed in issue seven's football special. So get out your boots and start playing this hot soccer one. It's the best thing since Steve Nouri!

- VISUALS** 85%

Great use of graphics and money.

- SONICS** 84%

Great sound makes the game stand out.

- PLAYABILITY** 87%

The video is a real treat to the football fan.

- FORCE** 85%

Great football game and design — this is a joy to play!

Street Fighter II

W hen you're looking for a game to play with your friends, you'll want to find one that's fun for everyone. That's why we've picked Street Fighter II as our favorite fighting game.

Street Fighter II is a fighting game that's fun for everyone. It's a game that's fun for everyone. It's a game that's fun for everyone.



Street thingy who?

Players meet any of the eight to fight, each having a special move to use. The strongest character can win, but you can also both play the game.

It's a game that's fun for everyone. It's a game that's fun for everyone. It's a game that's fun for everyone.



If you're looking for a game to play with your friends, you'll want to find one that's fun for everyone. That's why we've picked Street Fighter II as our favorite fighting game.



- VISUALS** 85%
Strong character background and smooth action
- SONICS** 84%
A lot of sound effects and background music and graphics
- PLAYABILITY** 90%
The special moves are a bit of a challenge with practice
- FORCE** 93%
The best value buy for a fighting game

Contra Spirits

Contra has appeared in many different guises during its long history. In Japan, from Contra Spirits, Super Contra in the

USA and finally Super Probotector for the European market. The 8-bit game also has some of the graphics altered to make the original funnier.

characters robot!

Both players dash through sideways-scrolling levels and a missing Mode 7 monitor aids, branching at a number of points from laser guns to grenade launchers. As with most first-player games, one player can't move on until the other has caught up, but it doesn't spoil the action at all.

Konami for president!

Konami show off their programming skills with a host of amazing bosses. In fact, the whole game is a visual and audio masterpiece. The highlight is an overhead-view level, in which the floor rotates through 360 degrees in both directions. This is a full screen in perspective mode as well.

Check out Contra under whatever name you can find it, it's the coolest!



- VISUALS** 84%
Excellent graphics and strong sounds with some great Mode 7 effects
- SONICS** 90%
Great, clear and distinct again, the best music game music
- PLAYABILITY** 93%
Amazing and also has few strong boss fights — worth a try!
- FORCE** 92%
The action-packed shoot-'em-up game to play.

More hot games are coming your way next issue. So tune in then for another six top titles...



'Hoist the Jolly Roger, shiver me timbers, pieces of eight! We put a patch over ROB's eye and send him off on a desert island adventure battling against evil pirates...



In days of old when the seven seas weren't safe to sail (because of sea dogs such as Black Beard, Long John Silver and Mad Meg McCaffery of Morcombe), there lived an angry young man by the name of Storm Jacek who, sick of the cruelty inflicted on his people on the island of Westia, decides that it was time to take evil pirate Skuljagger and shove 'em jacked where the sun don't shine!

For ten long cruel years, Storm sets off across the island swabbin' the heads of all evil crew to cross his path — this is where you came in. The aim is to first steal, collect weapons and lock pirate up in the quest for freedom.

Storm in a teacup

To help Storm carve through the bad guys, he carries a fierce sword that looks as though it could cut through the side of a ship.

For extra-high situations pick up the secret pirate weapon: bubble gum (yep, you heard right — bubble gum)

which is steered throughout the levels. The different favoured gems each have a special use. Soap-cherry lets you drop grenades for a few seconds. Soap-grape makes you temporarily invincible and looting-line favour clears the screen of badies.

Pirate aim awarded for collecting gems, finishing maps and killing the last army of enemies. Besides everyday pirate loot, there are lots of giant insects to chop and slash, plus loads of traps (mines to trap and ladders to climb).

Despite average gameplay, the game manages to escape the 'just another platformer' category because it's packed full of clues and puzzles. The lengthy manual included in the package has clear guides and makes an exciting read.

Ultimately, the gameplay is too frustrating to make this an essential purchase. The flow of a pirate game is certainly a good one, but this title lets way short of the mark. **ROB 6/10**

SKÜLJAGGER



Remember those silly plastic dummies who sat in Volkswagens ploughing head-first into concrete walls? Sounds like just the job for our NICK...

CRASH DUMMIES

It's proof to see a game going to great lengths to prevent the various message of road safety is a light-hearted way. Safe and Sound are two crash-dummies warning their fellow road-using people to buckle their seat belts. This decidedly isn't a reaction from their usual behaviour, but times are hard, and they're tired, so they take perform jobs as usual.

To earn big bucks they jump from tall buildings, traverse treacherous ice slopes, leap air bags for doomed cars, deliver high-impact and guide

guided missiles! Each job lasts one level and there are five to complete.

Crash, bang, wallop!

The mission is explained at the start and to get the highest scores possible a number of dangerous tasks must be completed.

Each level is brilliantly presented with good animation and fun sound effects. The between screens are hilarious and there's an excellent shot of the dummy in pieces if you fail a mission. Computer of five, the game scores up a hell level and things start over again.

The controls are during proof. [A] jumps, accelerates or delivers a bomb, while [Z] decelerates or uses the hammer. The graphics are clear with super-smooth scrolling. But unfortunately the game just becomes repetitive after a while — there's not enough depth to provide any serious challenge. **NICK 8/10**

FORCE FAX



The grape-favored gun turns you into a huge purple bubble killing everything on screen.



When I saw the title screen I couldn't wait for plenty of great action. You know, all the spotted beauty on the road, enormous castles and eye patch stuff. Instead what you get is bubble gun and silly treasures. I was not impressed, not surprised, not happy. I was a victim of silliness and of a stalling, shambling feeling in the pit of my stomach. Not the best, not quite the worst — but above them all them. May the force be with you. **CARL SAGAN**



Use the sword to look through enemies and collect as much gear as possible.



Deliver enemies by throwing objects at them, raising them with your sword, shooting power balls or using the reverse gun power-up.

A Product
of
Electronic Arts
of
Players
1 to 2
MSRP
\$44.98
Supplier
Villain Concepts
Tel: 6428 267 420



N-RATING

VISUALS 65

Good graphics, but some of the textures in some of the levels are a bit blurry.

SONICS 61

The music is good, but some of the sound effects are a bit dull.

PLAYABILITY 70

The game is easy to play, but some of the controls are a bit awkward.

LASTABILITY 71

The game is good, but some of the levels are a bit repetitive.

FORCE

62

Good graphics, but some of the textures in some of the levels are a bit blurry.



This is ideal game for people who aren't very good at solving puzzles, taking games or puzzles. Instead of solving them, there's a lot of stationary objects. In this top-down style you can if you smash yourself silly! The minimal characters are based on the TV characters used in most action games. Each game is great, you start in the easiest level and the action gets increasingly harder. Graphics are pretty good, playing that Game Day character and victory ring. After playing certain levels you get some nice original titles comes as a refreshing change. It looks good, it plays well, but most of all it's fun — go on, don't be a baby! **BOB AKIN**



Stick for a 3rd level for a easy fall and game in place — what a dummy! There are no pain for dying!



A Product
of
Electronic Arts
of
Players
1 to 2
MSRP
\$44.98
Supplier
Villain Concepts
Tel: 6428 267 420



N-RATING

VISUALS 72

Good graphics, but some of the textures in some of the levels are a bit blurry.

SONICS 65

The music is good, but some of the sound effects are a bit dull.

PLAYABILITY 71

The game is easy to play, but some of the controls are a bit awkward.

LASTABILITY 60

The game is good, but some of the levels are a bit repetitive.

FORCE

75

Good graphics, but some of the textures in some of the levels are a bit blurry.



Good Force makes working as a stunt man for a top film director, jump off the top of the burning building but the way is making the fall look as spectacular as possible.



THE DUAL TEST DRIVE II



Hey, chill out man! Racin' through the States is a breeze, show me the open road — NICK takes a test drive and a personality implant!

What a waste! Fancy popping from the local Ferrari and Porsche showrooms, buying a few cars more than flashing them around the roads of the USA, amassing into James and scoring the hell out of *Test Drive II*!

Three top sports cars are available in this racing sim — a red Ferrari F40, a grey Lamborghini Diablo and an icy Porsche 911. Each has a choice of automatic or manual gears and they

even have a horn you can blow to your boss's comfort!

The four courses cater to all drivers abilities, ranging from easy to brutal. If you're a Sunday driver who doesn't know where the accelerator is go for the first — no-one like me take the tough road!

Desert roads, night driving and city hell take all the car up its route. It's a joy to have the car on the road feel the level. The slightest scrape or bump

crashes the windshield is a smash and the car's spin, but fittingly these cyclists doesn't even budge them!

The rear steering controls cause more than just a cracked windshield. Slip over the edge while racing a shoulder road and you'll be drifting for a while!

Where are the chips?

The trouble with *The Dual Test Drive II* is the programmers haven't made the most of the best custom graphic chips.

The sensation of speed as you zoom around bends is great and the presentation is excellent. In the minor side graphic detail is very disappointing — the jet pack and wind recorder sports are good. *Duress* and *Accolade* have got a strange

combination of quality in *The Dual Test Drive II*. It's not a bad racing game but so much more could have been achieved! **MOCK 70%**

FORCE FAX



The best of games where you can just hold down the accelerator from start to finish. Use the brakes for high scores.



TITUS THE FOX TO MARRAKECH AND BACK



Are you sitting comfortably? Then we'll begin. After a brush with a foxy lady, a pack of hounds and some nasty men in red coats, ROB's got a heck of a tale to tell!

Henry's story of a poor fox who decides to stand up for his rights. His name — Titus. The puny little devil gets off on a hazardous journey to rescue his beloved. Poor Titus has been captured by a band of evil villagers, and only a conspiracy for her lady-love Titus is come to the rescue.

Foxy lady

The big to Marrakech in search of Foxy begins on foot as a grunting a stevedore or flying carpet, speedo things so. There are plenty of diversions on the trip across the Sahara Desert.

Along the way fight a vast array of bad dudes (54 to be precise), including such strange guys as Babyloons, the bird with the devil's body, and Togo, the spectacled snake. With plenty of secret rooms, hidden bonuses and steady pace

writing to catch you into a loop, lightning releases and power of steel are needed — over the harem's master!

There are 10 levels to whizz through, with more than 100 fully-crafted screens to pore over. The way *Duress* is a traditional platform plot, step-up and offers nothing new in the ordinary department. Pick up the coins scattered around the landscapes and things that at the screen. Access, seemingly out-of-reach ledges by using bouncing balls or trampolines.

The simultaneous two-player option sounds like a great touch but I imagine two players have to buy the car — definitely something I don't recommend. Thus the *Force Fax* is very average game, only the excellent presentation stops it from falling into the inferior forgettable category. A disappointment! **ROB 62%**





Quep! Where are my brakes? The Godfather Drive it in an all-outlet racing game. It's so fast, I've been a giggling wreck since I played it and now I'm unable to go near a car without stumbling! With several tracks to choose from, zoom around the place, maneuver around motorcycles and bring a damn nuisance to other drivers.

The graphics and animation are some of the vehicles are suspect in price, but are nicely pretty convincing, especially when you do really things like hitting cones on the side of the road — and you hit, they actually move as you speed through! The high-speed sounds and detailed sound of brakes, make this a very convincing racing sim. It's a pity there isn't a multiplayer option though. **AGE 12+**

Producer: Electronic Arts
Players: 1
Price: \$49.99
ESRB: M



Oh dear, it's the peacock better pull over and see what he wants.



It's an odd hopper in the 7' but make real legs in it is a good match.



Oh dear! A speeding what? That's another one to add in the pile!

Each car has a different dashboard layout but all of them go like the clappers. It's a good job really, as most of the time a speed-busting police car.

N-RATING
VISUALS **68**

The graphics are good, but the animation is a bit suspect.

SONICS **69**

The sound effects are good, but the music is a bit generic.

PLAYABILITY **74**

The controls are good, but the game is a bit repetitive.

LASTABILITY **76**

The game is good, but it's a bit short.

FORCE **71**

The game is good, but it's a bit short.



What's it all about then? Tight across the first Dogs, I mean. This — original years from a company called (well by B) The Software. The busy-toned recent books brilliant on the small screen. Large detailed sprites full of character and some great backgrounds make up the picture action. The trouble with every platform game of the moment is they never do anything new or exciting, but if you fancy an extra new platform then check this out! **AGE 12+**



Be so your guard. You never know what's going to jump out at you.

FORCE FAX



This the Fax is produced by the same company which put together The Game Brothers comes on both the PC and Mac.



Along the way, there have many old enemies, but never has, he's content with a barrage of balloons to defeat them with.



Producer: The Game Brothers
Players: 1
Price: \$49.99
ESRB: M

N-RATING
VISUALS **76**

The graphics are good, but the animation is a bit suspect.

SONICS **49**

The sound effects are good, but the music is a bit generic.

PLAYABILITY **65**

The controls are good, but the game is a bit repetitive.

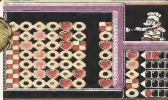
LASTABILITY **60**

The game is good, but it's a bit short.

FORCE **62**

The game is good, but it's a bit short.





While waiting for the next Mario game, the little Italian plumber gets a part-time job in a biscuit factory. Are things really that desperate. ROB investigates.



Aright The cookies have almost reached the top of the screen, meaning it's almost game over. The only chance of survival is to get a matching one, quickly if the column coming from the right is rotated horizontally, there is a line of checked cookies

YOSHI'S BOY NES COOKIES

How much madcap fun can you have in a factory full of cookies? Well, when Mario and Yoshi are involved you expect lots but unfortunately, this title is a bit of a soggy biscuit.

Both the NES and Game Boy versions play identically (apart from the two-player option which is great news for handheld owners but must really upset two-players who have to look out an extra £15 for the privilege of playing in colour and using a keypad).

At first, the action is a bit confusing but plays a couple of stages and you soon get the idea. The aim is to form a line of matching cookies as they collect

across the screen vertically and horizontally. Each matched row disappears. Complete the set and a set of rows for the level and you move into the next round. Controlling the line of biscuits is easy. (A) spins up the line of cookies and (B) allows you to rotate the cookies around in four horizontal and vertical steps. A meter at the side of the screen shows the number of lines required, how many you've collected and your current score.

Crumb! There is an optional two-player mode on the NES version pitting Mario against the mighty Yoshi. Up to four Game Boy players can join in using the Game Link — but that means buying a cartridge each. There is a choice of ten increasingly difficult levels, a speed

option to add extra difficulty and a choice of difficulty levels that are geared to have you singing your own name up words in seconds. Once came up with the claim: It's a jerk, balding, you're a blue overbush, but I prefer Yoshi.

Repetitive gameplay becomes boring preliminary. Once there was a silly old man — yes, but for that in your mouth's top part!

I recognise that bicyc! Although I lined up eagerly to the Yoshi's Cookies, the repetitive and unimaginative gameplay quickly bored me. The inclusion of Mario and Yoshi makes this much more charismatic than Tetris but it's nowhere near as playable. I don't! I was impressed with the first few levels but this matching gameplay just doesn't go anywhere!

Round Three is exactly the same as Round One — gameplay remains the same throughout, only the rate at which the lines fit snug allows. If you're score here this is compulsive playing but those who like variety should look elsewhere. After months of eager anticipation this is a bit of let down. **ROB 60%**



At the beginning of each round, the lines of cookies fall very slowly.



Get on top as Grand Tex and the screen early speeds up. Keep the line down by rotating the cookies to form a vertical line of same-shaped cookies on the far right column. Later, be quick though, time's running out!

FORCE FAX



Force as many lines as possible at the beginning. This helps keep the number of cookies down.



Your old friend Tex's so kind he lets you take part time jobs as a baker — this uniform dude!



This is an ideal situation. Same-colored or few-colored cookies on screen and the columns of heart- and circle-shaped cookies are about to disappear. Keep up the good work!



Yummy! Tasty! I can't possibly say I've never seen so many wonderful biscuits in one place before! You know me and Mario games by now. I just love 'em. Really, this one is cut up to the high element of the rest. It's good for the first two releases but I feel waiting for something different to happen was a waste of time. As a game, it's very similar to the original Tasty Tasty but it's a different Tex. Besides the obvious color changes (and the graphics), Tex's very little to separate the two versions. The simple controls were well and the graphics are excellent. The soundtrack is as catchy as ever and it's almost impossible to get it out of your head for the next few days. But I can't help thinking Mario fans, like me, may be just a little disappointed with this. Game developer's league had a bit to do on the ground. **A-226, 7/24**



N-RATING

VISUALS 71

Visuals are good, but the graphics are a bit dated.

SONICS 68

Sound is decent, but the music is a bit generic.

PLAYABILITY 70

Game is fun, but the controls are a bit awkward.

LASTABILITY 67

The game is not very long, but it's a good value.

FORCE 70

The game is not very long, but it's a good value.



Tasty seems to have put on weight. About as if this Tex!

Price
 Playable
 Fun
 Price
 Fun



KUDDLY KONIX!

Need some trendy stuff for your Game Boy? Fancy a new joystick for your NES? Take a look at the latest offerings from peripheral specialists, Konix, and see how they shape up to the N-FORCE bench test.

Each product is rated out of five



Konix Speeding £14.99

The Konix Speeding fits comfortably in your hand and plays like a dream. It's small and portable, yet it's a necessary tool, very accurate to use, and it, for any reason, the most versatile of all joysticks on the market.



Power Pad £15.99

A power pad with digital controls, it's a joy to hold. It's light, comfortable and durable. It's also obviously visible, easy to come to the hands from the user. Once you start using it, connecting buttons, rugged and highly detailed, adds a dose of professional quality, making this a must-have device.



Amplifier £9.99

Whether it's your own personal stereo or the television, the external stereo amplifier provides a light, portable way to match the battery-powered power to the battery-powered power of the volume. It's a must-have for anyone who wants to enjoy their music in a more powerful way.



Hoister £9.99

This is a really little extra for all you Game Boy fans. If you're forever dropping the poor little fellow, this saves him untold injury — and you the price of a new handset! The hoister fits like a protective shell, providing cushioning from shock impact and giving extra grip so never if you fling it across the room in a fit of rage, it should remain in perfect condition — cars do! The only niggle is turning the power on and off can be a little tricky.



Car Adaptor £7.99

This is about bringing games players that sit around with their feet (plastic) firmly on the ground. The adaptor plugs into your car's cigarette lighter, providing extra hours of fun and no wear and tear to your batteries. Make sure you get permission first though, or you might get a disapproving stare out of your windscreen or worse still, the accompanying driver might try to whack you with a copy of 'Faster Than a Speeding Bullet'. Best for long journeys but not good if you can't get a car.



Light Magnifier £8.99

Magnifiers are rare on the market at the moment, yet still such a little device, it's now to be able to see more and more. The Konix Light Magnifier is durable, clear, clean and precise magnification and the built-in light gives it the edge on its competitors. Combine this with great value for money and you can't go wrong.





MAX

He can fly, swing and ... oops! ROB's a real sucker — maybe someone should tell him the telescopic suction pad doesn't work unless you lick it first!



Long long ago, in a galaxy far far away (oh, honestly, it's always the same), there are always some big baddies invading galaxies and threatening the entire population. Unfortunately for them, these baddies don't count on a little boy named Max who fights for justice, freedom and conspiracy (same, boys for all kids).

The six handmen in this story lie nearly dead on the floor by the name of Greco. The evil scumbag here takes over the seven planets in the galaxy. Max inhales and activated the population, subjecting them to certain

What a sucker!

Being a super hero, Max sets off on a mission to free the galaxy (the solar system, not the chocolate bar) armed with a vast array of tricky gadgets including portable reason and a telescopic sucker* to help with difficult jumps.

Although at first this seems just another platformer, it contains plenty of creative levels offering great sequences. The telescopic suckers take a bit of practice to master, but serve as invaluable tools for our brave

little hero. Another helpful device is the steady build up of the power throughout each level, helping Max to kick ass and make the enemy run screaming.

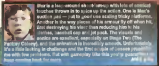
The Max factor

The haunting tunes and atmospheric effects complement the action, and graphics are clear if a little sparse. Max's spots are small but well-detailed and the animation as he leaps from platform to platform is very good. Backgrounds get a little repetitive — the first level is just a series of events, but preserve the graphics get much better.

Gameplay is slow to start and at times the action is a little tedious. Max is no speed merchant so you have to be patient. Get past the easy early levels though and the pace comes to life. I've been playing all week and I just can't put the damn thing down — it's that addictive!

If you're into it, game that is best of strength as well as your platform skills then Max is definitely well worth a look. It may not be everybody's cup of tea, but give it a try and you'll be hooked. — Jim

ROB #176



Max is a boy around about seven, with lots of cool toys. He has a rocket ship, a jet pack, a flying car, a jet pack, a flying car, a jet pack. One is Max's favorite jet — just a good one called Sticky Platform. Another is the way pieces of his jet pack fly off when he's just destroying his ship. One reducing him to his clothes, another eye and jet pack. The events and events are confined, especially on those few (The galaxy Galaxy, and the animation is beautiful, sounds, like a movie. It's a little boring in challenge and the first couple of levels are not so much with the problems, but with gameplay like this you're guaranteed to have a great time. — Jim



FORCE FAX



When you're about to fall down a hole or a wall, it's a bit, clinging onto a platform above you by pressing [UP].



Stepping on to the moving platform is very hard. With the help down and Max wants to be dead.



Just one more girl to destroy. Careful though, one hit and you're dead!



Only a really good set of armor can save you Max, huh?



N RATING	
VISUALS	80
SOUND	75
PLAYABILITY	84
DURABILITY	79
FORCE	82



Ere! Did you spill my lemon barley water? Nobody messes with NICK and gets away with it! Even if he is all wet behind the ears!



The flying kickable, Malin' Steve on the right of the screen, can be 'spooned' to great effect.

FATAL FURY



Take a copy of *Street Fighter II*, water it down and you've got *Fatal Fury!* Take a good look at the characters and you realise they bear more than a passing resemblance to characters from other beat-'em-ups — Bogard from *Street Fighter II*, and Cody from *Fatal Fury's* rival too. In fact, everything about this game is borrowed from somewhere else!

In the usual story, there's a fighting competition going on among the hoodlums in the city. This contest has three competitors. Terry Bogard is a duke with a ponytail and rap. Andy Bogard wears goggles and has long

blonde hair and Jeff Bogard covers himself with raffish but a third level — our female designer loved him! — All have special moves reminiscent of *Street Fighter II* characters, though they're not as varied and as very difficult, so you're guaranteed some finger-hurting fun!

Modes for the masses

There are two game modes: *Champion Battle* and *Street Fight*. The former is a two-player game and the latter for one. There are ten editions of the city, each with different backgrounds, so you can customise it to a nation of oceans — *Final Fights* are the *Darius* Amusement Park and *Sound Beach*.

If you like the look of *Street Fighter II* but don't have the cash to buy it, this is a cheaper alternative. However, the character's don't have as many animation frames and moves, there aren't as many of them and... well, it's not the great *GF II* is it? Not a bad beat-'em-up, though! **NICK 70%**

BEST OF THE BEST

CHAMPIONSHIP KARATE

A spinning flying-roundhouse kick followed by a claw-fisted upper chop and a hammer backhand — CARL never was any good at ping pong!



fighter's energy is represented by four (gold) dots above the character. As a fighter grows weaker, so his light dim. You can give him any point during the game to build up stamina, increase power and/or cash pool, refills to your position. Lash, smash and so forth as sleep in a nice cozy factory, you're not ready to take on the Best of the Best!

Hai-yah!

Rather than having a set number of attacks, there are 32 (count 'em!) moves available and you can program any 10 into the keypad for any bout. Each locked position gives a different move, hold [B] and you get a completely different range — *ai-oh!*

This gives loads of flexibility and endless variety of combination moves. Knowing when each move is best is a while, making practice often more challenging than actual fights.

Having numerous touchstone moves, big sweeps and a healthy range of combination punches, at back and enjoy the quality graphics and sound

However, there's a small caveat for all you fight fans: a realistic karate combat simulator. The game revolves around the top 16 fighters on the Championship Karate circuit. After many years of blood, sweat, and armpit-odd Chosen Chose. Mail out of silver sunglasses, you have become one of the elite.

To become Champion, you need to master the many punches, kicks and defenses that are available. Each





To test the truth, I was unimpressed with this right from the start. Well, it's got pretty good graphics and a two-player mode — so what's wrong with it? For a start, you can only choose from three fighters, and landing the special moves is pure luck. The other major problem is it's a complete rip-off of *Final Fight* and *Street Fighter II*. The characters, backgrounds and even the animation have all been seen before. Add in the average sound and extremely slow effects and you've got a sorry average, unoriginal beat-'em-up — yuck!

CRASH 60%

W/PROBLEM
 Little Appeal and No 2-Players
W/PRICE
 £15.99
W/SUPPLIER
 Euxine Electronics
 Tel: 0432 342 191




FORCE FAX



Hit down a combination of keys at the title screen to play any of the characters that crop up in the game! Turn into Ace if high for more details!



Yary Sappo's special attack is called the M. Bison's Power Glove. The Bad King has the right manager to block it and prepare to counter.



All kind sort of the beat games like a rather average sparty beat-'em-up, but get into the options mode and there's a gemstone waiting to be discovered! There are loads of moves and plenty of ugly fighters with varying degrees of randomness. The graphics are great, the riffs are like Mike in twenty years time. The sound and FX are equally as great with lots of grunting and grinning as each player is smothered around heaps. Don't judge this too hastily. It's really good fun.

W/PROBLEM
 Sparty Beat
W/PLAYERS
 2
W/PRICE
 £14.95
W/SUPPLIER
 Euxine Electronics
 Tel: 0432 342 191

enjoy the quality graphics and sound. The animation of the moves is smooth and accurate, giving a real feel to the game.

The grunting training sessions, repetition (ouch) and flare-finger lights, make this an absorbing game for one. With two players it's definitely great. There's nothing like sending a screaming upper cut right into a friend's stomach, knocking him to the curves and out of the gravel lanes of a normal air simulator then an endless series of a knockout.

CRASH 80%



Good plan! Your opponent's struggling to beat the sound.



It's gone to his feet but he's on his last legs. He won't last long...



...not enough, but look in the air! You have an air track system and this isn't it! It's lights out. The crowd look on in amazement as the red dragon has the upper hand.

N-RATING
VISUALS 84

Good graphics and animation with some nice effects.

SONICS 60

Good sound, especially the music, but some of the effects are a bit weak.

PLAYABILITY 60

The special moves are very useful and easy to use.

LASTABILITY 65

Good control of the game, but some of the moves are a bit weak.

FORCE 63

A somewhat better version of the old beat-'em-up.



N-RATING
VISUALS 83

Good graphics and animation with some nice effects.

SONICS 72

Good sound, especially the music, but some of the effects are a bit weak.

PLAYABILITY 82

Good control of the game, but some of the moves are a bit weak.

LASTABILITY 81

Good control of the game, but some of the moves are a bit weak.

FORCE 76

A somewhat better version of the old beat-'em-up.



DRAK



Cast your mind way back. To a land of dungeons and dragons, when monsters roamed free and ale was dirt cheap. NICK gets lost in time!

World peace is described. The great magister Drakken has been captured and Dragon Princess have taken over the kingdom. To restore peace and tranquility a small band of magicians, soldiers and scouts must visit each prince and put the world to rights. Many mysterious dangers lie ahead, and dangers as yet unseen by mortal men. But don't worry — be happy! The simplicity of role playing games

are small unrelated games with lavish backgrounds to tell a story. Drakken takes a new approach, using a combination of three-dimensional polygons and gray-scale illustrations and sprites. **Play away!** The 3D graphics are stunning and there are some great touches. Wandering around the vast landscapes watching the sun slowly set on the horizon and

the stars appearing is a great effort. If it's options you want, you got 'em! At the start of the game, players can create a unique team of adventures, enter their names and alter their attributes. While adventuring, visit any of the nine towns of the bottom right of the screen to give various options from weapon upgrades, to talking with merchants — I prefer to slice their heads off. It sounds so straightforward but I just couldn't get the hang of Drakken. I read all the instructions, explored all the options and still only managed to last about ten minutes! I think the first mission is far too difficult. The game also becomes frustrating, as the same monsters reappear each time you travel over the same location. Fans of role-playing games should have a good look before buying. It makes a change from the usual style of adventure but isn't really my cup of tea! **IGN: 40%**

FORCE FAX



Make sure you check every room. Most of the items and clues are well hidden, so be thorough.



TERMINATOR 2



Are you John Connor? ROB spends an afternoon with Arnie and a molten T-1000 and still manages to come out smiling!



THE ARCADE GAME

Now called old fashioned if you will, but I think if you start musing around reprogramming a Dynastyle Systems Model 101 T-100 Terminator, this you're asking for trouble. You see, they're so temperamental. One slip of the switcher and you've got a flight-suited subatomic nuke around waiting to blow where it's not wanted. **The Sky-net's the limit** For those unfamiliar with the T2 story, here's the low down. The big bad guy at SKYNET are at it again. They've sent a new Terminator (the T-1000) to be the Resistance leader, John Connor. The really badass begins when the Resistance programme the T-1000 (the machine from the first try) to protect them from SKYNET and the T-1000.

T2, The Arcade Game has two huge and action-packed missions. Both are very tricky and had me throwing the Game Boy across the room in frustration. The main weapon is a machine gun with infinite ammunition, although it overheats and slows down if used constantly. To stop the gun jamming, collect a special power-up to cool it down. You also have a rocket launcher for dealing with the tough enemies and the level bosses. Although gameplay is simple, the action is very difficult — probably for the best as there's only six levels. If you lead T2 Judgment Day, or just fancy an absorbing shoot-'em-up, it's a sure to have you jumping for joy. The future of the world rests with you. Good luck and have a nice time! **IGN: 70%**

AKHEN

EPICUREAN
Intelligence
2 Players
Price
 149.99



This is the loading screen. How the game and your health is measured.



"EVERY IMMEDIATELY
 CROPPED AND LEFT A
 PILE OF MURDER.
 TO SEE THE PAVILION



RPG fans rejoice, at last there's a B&B role-playing game, and the simple premise (saving of Dado) but an intricate adventure (modified by the physical attributes of the party of adventurers. Okay, so it's not perfect but there are plenty of nice touches such as creating your own character and assigning values for power, agility, intelligence, knowledge and physique. The graphics are a bit rough around the edges but this is still one of the best, and probably one of the cheapest, RPGs around. **—DAN JONES**



N-RATING

VISUALS 74

Graphics are decent, but the game is a bit rough around the edges.

SONICS 71

The sound effects are good, but the music is a bit bland.

PLAYABILITY 68

The game is a bit difficult to play, but the controls are good.

LASTABILITY 76

The game is a bit long, but the story is good.

FORCE 70

A good game, but the graphics are a bit rough.



When I heard the arcade version of *T2* was out on the Game Boy, I could hardly believe it. Surely L&M couldn't fit all the brilliant graphics of the original arcade onto the tiny portable. Well believe it or not, they have! The graphics are incredibly detailed, almost identical to what you see in *T2: Judgment Day*. However, I found there is a lot of stuff, leading to all kind of problems (distinguishable games are from my own Monday morning. I'd blast away in a frenzy, only to realize I'd just wiped out the entire human Resistance. This aside, the Operation Wolf-style gameplay is very good. The layout is very simple (A) fires the main gun and (B) controls various on Level One and the Grenade Launcher on Level Two. A big problem is the lack of durability. Some way through the last of levels, there are only six, but with a difficulty setting like this, even experienced game fiends have their work cut out. If you want to die a thousand times over with bags of cash and a screaming soundtrack, this is the one to go for. **—GWAH #171**

EPICUREAN
Intelligence
2 Players
Price
 124.99
Supplier
 Crazy Computers
 Tel: 043 342 991



N-RATING

VISUALS 80

Graphics are good, but the game is a bit rough around the edges.

SONICS 85

The sound effects are good, but the music is a bit bland.

PLAYABILITY 76

The game is a bit difficult to play, but the controls are good.

LASTABILITY 85

The game is a bit long, but the story is good.

FORCE 81

A good game, but the graphics are a bit rough.



Whenever there is a break in the action, shoot the power-ups of the bottom of the screen. The one on the right costs the most lives.



For maximum damage, aim at the terminator's head. Only then will it turn much more slowly.



PRO QUARTERBACK



Down, set! Hut! Hut! Hut! Ooooph! Pass the pig skin man, it's Monday night and time to run for daylight. CARL huddles up for a Hail Mary.

The American football season has drawn to a close and the Super Bowl is just a faded memory. But can we escape all the excitement and glory? Not a chance! The latest American football can't take the first in the Quarterback. It's the first game to use the powerful Mode 7 scaling abilities of the Sega to

present the player with a fan-beam view of the football field — well, it's more like the referee's perspective from the backfield but it's very impressive. Unfortunately, you don't see the whole pitch, only the center section, which is both confusing and frustrating — you have to scroll left and right to

bring the backfield into view. Despite this it looks good — and the sprite move that is!

Incomplete

There are too many problems in this game to outweigh the impressive use of custom graphics. Animation is mostly poor with few exceptions, gameplay is very okay and in two-player mode it's easy for an opponent to guess the play you've chosen.

Options are the usual one-player play offs and two-player head to head and work well. However, because of the disorienting perspective it's hard working playing three or four games in a row, let alone a complete party.

Add to this rather sparse flicker, plus a slow change of control system to the man closest to the ball and what's left is a great attempt at a new look football game, but one that lacks the quality we expect from such games. Full marks for effort, better luck next time!

CARL 60%



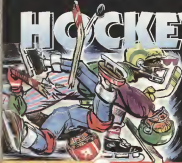
It's first downs for Tampa in orange. The player controls the quarterback and the receiver indicated with an arrow.

NHLPA



Hockey... isn't that a girl's game? Assargghh! CHRIS opens his mouth once too often and gets a puck rammed down his throat!

HOCKEY '93



There are some completely nasty games around but on hockey takes the biscuit. Screen time with Kix equal to their number of teeth, spend three periods armed with big sticks smashing the crud out of each other, under the pretence of trying to get a floppy piece of crud into the back of a guy's — they've got to have a little blood!

Obviously there are rules but they're few and far between. And what happens if you're caught taking someone's elbow with your old metal? Spinning randomly? No! Oh, so you get to come off the bench for good if it's not your coach for a couple of minutes — only that.

As far as capturing all the violence and excitement of so today the game is spot on. There's plenty of physical challenge or laid off the ball and there's even a game mode giving the player control of punch logs — would just in fact be such a tough I forget all about scoring goals and spend my time looking for fights — we claim with every game but we're the toughest bunch of pussies in the league.

Ice, ice baby

Looks a little sluggish with the graphics. There's no real improvement over previous versions of the game. I found the scoring janky and the sound



There's doom in the rising lead pressure to change night life and the defense will seem as a like — this could be except

Graphics
Players
Price
ESRB

ERBACK



FORCE FAX



One play that works most of the time is a Pass right. Choose the center right receiver and give him enough time to cut across that entire

width by itself, the LA quarterback is about to deliver a pass to the receiver.



Want the minute I saw this game, I couldn't believe my eyes. The graphics are unlike anything I've seen, with the crisp-faced photo effects providing stunning viewing. The trouble is, despite the beautiful visuals, the gameplay isn't up to scratch. Passes are too difficult to complete and it's hard to control players. As it's not an NFL, football game, real teams and players aren't used. Although the two-player option is far more fun than the frustrating one-player game, when it's said and done, this is an interesting, though below-par, American football game. **CHRIS D'AMICO**

effects are very basic — an occasional organ riff as the action boils up and the background noise that sounds like the doorman at the club World!

It's not the wisest game to get into despite the simple controls — getting stuck on target and aiming together more than five games later it's still, but possible.

What makes the game is the depth of options. There are play offs for the two players, head-to-head battles for grudge matches but by far the best is the team-mates option — pick a pal and set your collective wits against the best teams in the National Hockey League.

All the official teams and players are here adding on some touch of authenticity. If you like your sport a bit rough and tough, this is right up your alley. It does look a bit hard particularly on the first but you're guaranteed months of fun! **CHRIS D'AMICO**



The best all is displayed in a glorious, clear-up. Think out for a flying puck!



Goal. It seems like a star and when the superstars, try for push under the



Graphics
Players
Price
ESRB



I'm not exactly a fan of sports since I don't really enjoy watching a sport with NFL, PM Wesley 12. The graphics are nothing amazing to look at but they serve their purpose and there are some great sounds as you play, with grunts and grunts too — play those effects have to be interrupted with an awful roar! Gameplay is quite fast-paced with lots of passing and lead pass going on — most of the time is spent passing the ball in an attempt to move the right way down the list. There are plenty of real battles to keep players and real looking when replays and full screen fights on the DVD. **CHRIS D'AMICO**

N-RATING

VISUALS 81

Graphics are very good, but the sound effects are a bit weak.

SONICS 74

Sound effects are very good, but the music is a bit weak.

PLAYABILITY 69

Gameplay is very good, but the controls are a bit weak.

LASTABILITY 61

Gameplay is very good, but the controls are a bit weak.

FORCE 66

Gameplay is very good, but the controls are a bit weak.



N-RATING

VISUALS 80

Graphics are very good, but the sound effects are a bit weak.

SONICS 60

Sound effects are very good, but the music is a bit weak.

PLAYABILITY 83

Gameplay is very good, but the controls are a bit weak.

LASTABILITY 83

Gameplay is very good, but the controls are a bit weak.

FORCE 79

Gameplay is very good, but the controls are a bit weak.

JOIN THE BATTLE



Forget the feeble football footbals, the hottest craze in collectable trading cards are mean, moody and absolutely free with N-FORCE. Thanks to Merlin you can start collecting Steve Jackson Battle Cards beginning with this issue's starter pack free on the cover. Wanna know more? Check this out...

Long, long ago there existed the distant land of Vengorra which until his recent death, was ruled over by the Sorcerer Emperor Venger.

The only heirs to his throne were Venger's triplet sons — each exactly the same age. As there was no ritual to test the fittest after Venger's death, the three triplet heirs fell upon each other and Vengorra became divided. Each son claimed what land he could and a long and bloody war ensued. To the east, separated by the Iron Peaks, are the Dullfines inhabited by the undead minions of the Lord of Darkness and further west by the Hill Goblins' home.

South-west of the Dullfines a Clansman, inhabited by noble Prince Gallant and his band of brave knights who fight against the evil Sorcerer and Vengorra's and his terrible creations throughout the eastern territories.

In the Barbarian Maritimes who remain in constant tribal conflict. In the south a Zirconia, an evil province ruled over by the equally evil, Zirconia Nightshade, the High Priestess of Zirconia, the god of evil.

But her time is coming as Arango, Turquoise and the Sorcerer of Truth begin to break her.

Get the set

This Fun is the story of Battlegrounds. The complete set of 140 cards includes 87 of the fierce, villains and strange creatures inhabiting Vengorra. The other cards include magic spells, shields, special quests, advanced rules and games to play using the Battlegrounds system.

The story is — as with most trading cards — to collect the set. But, as well as swapping, use them to stage heroic fights. Battles in the

Basic instructions on the various ways the Battle cards can be used is printed on the reverse. Game aids by scratching off the silver varnish on the shields, revealing either a blank — no hit — or a special eye in the second and fifth shield in the close up below, which mean each player spending what The artwork for the Battle Cards has been produced by several well known fantasy illustrators like Les Edwards. If you think you can produce something as good, check out our art competition on the next page.



death in the world of Vengorra are a vital feature of Battlegrounds!

Battles are made possible by the scratch-off ink found on most fantasy shields. Scrub off the spots and there are various symbols revealing to enemies, magic spells etc.

By following the simple rules Battlegrounds allows different cards of the set to fight each other to the death.

Fights between two cards are the only one feature of Battlegrounds. There are ten special cards which the player played by either searching through others to find hidden symbols

or by studying the text or illustration.

Take the Rings of Flame for example. The quest is to find the ring stone during the siege of Venger's capital, Constantia. Loose the cards that have a ring printed on them and there are five to collect.

Complete a quest and claim a reward. Send your card to the publisher and return you're sent a new keyhole, used to purchase the new Barbarian Treasure cards — there are ten to collect. But these are very rare and obviously don't appear as often as the others.



Merlin are responsible for some of the most exciting mass collectables ever. In just four years, their most recent collectors include the Home and WWF sets.

E IN VANGORIA



Competition



Hey, listen up you lot! Here at N-FORCE we think the Battle Cards artwork is fantastic, so what we want you to do is to put crayon, marker, brush, oils (or all of them) to paper and design your own Battle Card.

Use the card outline supplied to trace over (or photocopy if you prefer)

Steve Jackson will make the draw and the lucky winner will receive

- A signed card possessing them as the best painter about
- A signed and framed original N-FORCE cover
- Four artwork galleys printed within the magnificent pages of N-FORCE

So get scribbling and send your entries (any size) to: Battle Card Comp, N-FORCE, Fantasy Business Impact, Ludlow, Shropshire SY11 1JH. Don't forget that the Editor's decision is final because he sets cheats and often goes and his word enters into any correspondence because he lives in a bubble.



THE BATTLE MASTER SPEAKS

A long time ago in a land far from here a man changed the shape of fantasy gaming. His names are many — Lord of the Board, Despot of the Dice, The Warlock of Fire Top Mountain — but you can call him Steve Jackson. CARL tracks down the man of many faces and quizzes him on his most powerful creation — Battle Cards.

MF: So Steve, where did you first get involved in fantasy gaming?

JS: Into a very early age I was always games fiend. When I was at school I was a huge collector of games and any of my friends that's where I read.

MF: That's an interesting mix of Fighting Fantasy and Games Workshop fans?

JS: [Laughs] Well my long time friend and partner who I met through our mutual love of wargaming. After school I went to the University where I started to write. Games was probably the first thing I got into in this country. After that I got a summer job on a beach in Dorset, looking after birds.

MF: The feathered variety?

JS: Yes, across half the world. I was engaged in Africa, got a job in London, then back to Games and I was in trouble. It was about then I came out from looking for a job in London — and that's how Games happened. I was just the best of the best.

When I was in London I got a job at Games Workshop and I was the first to suggest that I should be in the game that was then called Dungeons & Dragons. I had just returned to the UK after being in the US for three years with advance orders of only 20 copies!

That was in a 1975 and we opened the first Games Workshop in 1978 in a massive response from the public.

MF: And the rest as they say is history. So how did you get the idea for Battle Cards?

JS: My fascination goes back to when I was in Canada at a civilian school. I collected GameStop cards. I was mad on them and all sorts. I used to spend all my pocket money on the things. I came back to the UK when I was sixteen and was determined to find that there was nothing like them over here.

I wasn't with Games Workshop was running and we were looking around for ideas but I thought about having cards of my own but with a difference.

MF: What sort of difference?

JS: People would be able to play games with them, they'd come an advantage through a fantasy level of terms, queens, magic, good and evil. On the other hand you could just collect the set if you wanted to.

Anyway I came up with the idea late in '80 but we'd got so much else going on at the time at Games Workshop I had to save for future reference. Then about a year and a half ago I had just finished a project and was looking for something to do, so I went into the box and out came Battle Cards.

MF: Do you see a variation as a Nintendo system?

JS: I think the cards would transfer well to console but there are no plans at present, however, it's probably worth it to investigate in putting it together. I'm the boss though. Yes, why not?

MF: Do you play any Nintendo games?

JS: I really like Lemmings, but I've got a PC and lots of other systems too. You can quite a lot of computer and video games.

And with that he disappeared into the night leaving our scribe a little bemused.



POPULOUS

The blue line represents the amount of faith the masses have in your powers as a God. The enemy's power is in red.

Populous is the kind of game guaranteed to bring out the God in each of us. The object is to maximize your divine faith in you by fattening land so they can build loads of huts and castles and spread the word of what a wonderful God you are.

The only problem is your appetite number (the Devil) has equity and followers who are rapidly increasing in numbers as well.

Try to get as many disciples as possible so you can use their faith to overcome evil once and for all. The

more faith they have the stronger your power allowing you to inflict disasters on the enemy such as floods, earthquakes and eventually Armageddon — destroying evil forever!

The graphics are very good and although sounds are very good — best compared to a 16-tone guitar heavy breathing down a telephone.

If you like a test of strategy, Populous is an excellent choice. Gameplay's slow and at times tedious but it's very addictive and once you get the hang of what's going on the testability is very good. **AGE 7-9%**



Programmer	CRITIC
VISUALS	91%
SONICS	63%
PLAYABILITY	79%
LASTABILITY	84%
FORCE	75%



As population increases, the residents build castles instead of huts. Castles are much easier to defend!



Unfortunately, a lot of land is non-buildable. The better you can flatten it, the quicker the population grows.

QUATTRO SPORTS

If you want to get a lot of sports with more than the usual one game on them, there have been plenty of some dudes crammed with as many games as possible at the expense of quality and gameplay.

But Criterion's decision is put on the back to the Quattro Sports

pack. Four games on one disc set, including a great baseball sim and a reasonable football game.

Put your own glasses on, you're another of those very bright gold-colored cards and it's brought into a selection screen to choose between Baseball Pro, BMX Jousting, Soccer Simulators and Pro Football — all with a New-Game option.

BMX Jousting is probably the weakest of the lot with very difficult controls and limited playability, but



28 91 28 91 28 91

grab a mate and the baseball sim keeps you going for ages.

While it doesn't have the depth of some of the more slowest two games, with a mate, this is one old-time tough yet interesting for ages. It's good fun and worth the money. **BMX 77%**

The BMX sim is the worst of all four games. Follow the alternate course and charge the boards for big points!

Comments	CRITIC
VISUALS	91%
SONICS	47%
PLAYABILITY	77%
LASTABILITY	81%
FORCE	75%



Enter up! The two players' limited goals is a good thing.



RPM has a lot to offer. Reminiscent of the world of *Out Run* racing, there's an option menu allowing you to play your wife on a number of noisy tracks, each one with its own lively bits — its, said and even another. There's also a choice of vicious vehicles and various customized bits to supercharge your steel beast.

Get into the player mode and things get directly exciting. Drivers along the road to tell you how fast they're going, how you're doing, and how well you're doing. If you're too controlling it's very easy to go fly off the edge of a ramp or go crashing into your opponent's car in a wild, uncontrolled way. A massive use of force.

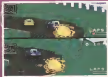
Controls are good, simple, accessible and better — though if you're anything like me you want to use the brake very often. Graphics are impressive but the poor engine sounds are very disappointing.

Put it all together and you've got a



Some gaffers! It's high-speed action all the way with the many hidden courses making things extremely tricky. **Value** 75%

good attempt at an original racing game. The custom track option adds to usability but ultimately there's not enough variety to make this a success. If you're looking for a similar type of game, *Super Out Run* is still the best choice. **WGB** 75%



Using the 3D-screen view, you can look in the rear-view mirror and watch an opponent burn and burn.



Category	Score
VISUALS	75%
SONICS	65%
PLAYABILITY	70%
LASTABILITY	75%
FORCE	75%

RPM RACING



FIST OF THE NORTH STAR

Full of the North Star is another in a long line of newer ending beat-'em-ups. It has a two-player option, eight ward and wonderful characters to choose from and various fancy backgrounds depicting strange scenes including castles, desolated cities and flash palaces.

Controlling each character is straightforward, you also have a few trickier special moves, very useful to

Street Fighter if that means juggle and counter-combatives. There's the usual energy bar, plus a meter for moves such as shields and lasers.

Graphics are quite good — each fighter's well animated and the backgrounds are nicely detailed. Unfortunately, good graphics don't make a great game, and what it has visually it doesn't have in gameplay. **WGB** 65%



Delay you two, break it up! Using special moves drains most of the opponent's energy. Get fast, quick!



The last-buffed enemy was his intended goal as a lethal weapon — sorry!

Category	Score
VISUALS	74%
SONICS	65%
PLAYABILITY	70%
LASTABILITY	65%
FORCE	68%



ASTRAL BOUT

Astral Bout would be a better name for this game. Not only is it the worst exponent of graphics, sound, animation and presentation that I have ever seen on any 16-bit system (and many 32-bit machines too), but the gameplay is absolutely vile.

You can choose from a vast array of different fighting styles and characters but don't bother. Play this for more than half an hour and you

need your head resting. It's rubbish of the worst sort — totally lacking class or style.

Yet another example of software companies trying to cash in on the Street Fighter fad means, against that the rest of the market, a effort to produce a decent game. Never have I been so embarrassed to own a 32-bit! Unlike the circumstances should you consider buying this — it's a steaming pile of!

CARL 18%



For boxing and karate (above) are just two of the various fighting styles available.

The guy left may be old but he's still a hard case. His punch makes a big impact on the opponent's energy bar.



Alright. This flying attack looks spectacular but it flops! Sure if you miss, the dude in the swimming trunks is in big trouble!

Each player's energy is represented by power meters in the top corners of the screen. The yellow bar relates to the upper body and green to the lower body. On for the ground!

Category	Value
VISUALS	11%
SONICS	16%
PLAYABILITY	10%
LASTABILITY	11%
FORCE	18%



that game.

All the professional ball players from the Major League are here so you can choose from a vast array of stars. Not as much fun as Luke Longo Baseball though. **Rob 72%**



With only one batter out and runners on first and third base, Luke is in good shape!



When the batter hits the ball the field perspective changes from a top-down view to a third-person view. The pitcher throws the ball while the runner advances around the bases. Or so they say!

Embarrassing! There's nothing millions of screaming fans, Super Batter-up has all this and a little bit more. As baseball simulations go it's a cut on the average side. Although the graphics are colourful and well defined, the action is a little awkward to control and, as I'm a totally unimpaired by baseball, I had to have a lie down before playing the

Category	Value
VISUALS	75%
SONICS	71%
PLAYABILITY	70%
LASTABILITY	71%
FORCE	73%



When you stand at the plate it's essential for entering a good ball. Stand too far back and it's a bye!

SUPER BATTER-UP

Prize winners!

Once again welcome to the winners enclosure my petit pois — put down that turnip, dust off your trilby and eyes down for this month's decidedly large batch of lucky people. If your name's not here, don't despair. Instead run out, buy enough stamps to post Mount Everest and enter every compo in this huge giveaway issue of the world's favourite Nintendo read.

We've been inundated with entries for the QUEST AN ADVENTURE COMPO but to issue 88, not so much as we would like to give everyone a prize. There was no way they could grow enough to get the vast

majority of the 20 lucky winners who each receive the profits of their choice via:

Cyber Doom from North Wales; David Joseph from Northants; Mike Walker from West Sussex; David Hanna from Suffolk; Tony Mills from Westeyork; Peter Kirkland from Glasgow; Graham Knowles from Liverpool; Alan Strickland from South Yorkshire; Joe Banks from Preston; Dave Newcombe from Dorset; M.J. Cawston from Preston; Dan Hall from Avon; Dave Poyser from Birmingham; Wendy Lawrence from Fulham; Rich Smith from Kent; Simon Thomas from Devon; Lee Sambrook from Cheshire; and Alan Gibson from Newcastle-Upon-Tyne.

Congratulations to all you guys. Hope these prizes will give you a smile.

Pedal power

By now you'll see we want a busy thing to strip out your brain. We wanted to find an winner to take home the great prize of being us. Not only do the site for about a year but we also make heaps of orange noise when you get the low button. Better than a bell and highly sought after. There was a huge response to this compo, but unfortunately there could only be a handful of winners. They are:

Quinn Lee from Manchester; Tim Robinson from Swanton; Graham Irvine from Leicestershire; Peter Mitchell from Berkshire; B. Williamson from Avon; Michael Lenny from High Wycombe; Kevin O'Neil from Glasgow; Cathy Gibson from Suffolk; Richard Lodge from West Midlands; and Andy Stewart from Glasgow.

Well done you guys and best luck to the many hundreds who also entered. Keep on trying — it could be your site for us next time!

Happy e-lite holidays! Well, all you have to do is turn to the compo pages to see any number of mega prizes! Just answer the simple questions. It's fun and easy — easy like

FEE

WITH 12 BU

EL THE HEAT!

BURNING ISSUES OF N-FORCE



Subscribe to N-FORCE, choose a gift and get Britain's best Nintendo mag delivered to your door!

NFORCE is heating up the fire for 1993! With more pages, better tips and competitions and a huge selection of games, we've got a lot in store for our readers this year.

There's the special Street Fighter II arcade challenge starting next month — we'll be out on the road taking out info as rarely as heat!

Then, straight from Japan and America, we'll be bringing you the latest news and info on games and notable developments as they fall the wire.

And of course we'll be showing you the best games to play and how to play them — dozens of top tips and more.

There are dozens of reasons to subscribe to N-FORCE, and there's no time like now. So don't miss out, and make sure you spend 1993 with us.

I WANNA SIZZLE AND FRY WITH A YEAR'S SUPPLY!

UK/Channel Islands subscriptions

- £29.99 12-month subscription — £20
- The gift I have chosen is: £10
- SNES Turbo Touch Joypad £10
- NES Turbo Touch Joypad £10
- Game Boy Magnet £10

FREE UK ONLY
FREE UK ONLY



European subscriptions:

- £34.99 12-month subscription £20
- Details Europe £10
- £44.99 12-month subscription £30



DETAILS

Payment method: Visa Access Postal order Cheque

Credit card number _____

Expiry date _____

Signature _____

Name _____

Address _____

Postcode _____

Valid cheques payable to Express Direct. Send this form with payment to Express Direct, N-FORCE subscriptions, Freeport, Elmwood Park, South Wood, LE12 5EB.
Phone orders: 021 267 1075 Subscription enquiries: 021 267 2961
Offer is valid until March 11. Tick here if you don't want mailing from other companies

N-FORCE
100% 133% NINTENDO!



Game Boy mad

I think your mag is most excellent because you get an Xpress card to get lots of goodies. I am 11-years-old and own a Game Boy and an NES. I would like a Game Boy but my dad says it's a waste of money. I am writing because I would like a cool excellent N-FORCE page T-shirt!

■ Steven Horne, London, 10/11

■ **Talk your dad into buying a Game Boy** — they're also most excellent — and keep trying for that T-shirt!

More, more, more!

I've got some of the photos to N-FORCE and I think the Australian day is a good thing.

Can I just say that not only I, but millions of other little boys and girls love your magazine. It's excellent! I've updated your issue 1. (You have to admit, the photos were a bit lucky!)

I know your magazine is so great it doesn't need my help, but I'm gonna give you some of my opinions to make it too!

More free gifts, a GIF video, with other stuff, and a Game Boy game showing you what they're like when completed, more tips to create more pages, a readers' art section and more competitions.

PS Can I come and work for you?
■ Lindsey, 11/12 Pk, Scotland

■ **Thanks for the suggestions, Lindsey.** We're glad you want to see more of N-FORCE. We've increased the number of pages from 84 to issue 1 to 118 in issue 8 and we'll continue to cram as much into each issue as possible.

Mario mania

I am writing to complain about your rating of Super Mario Bros in your Mario Bros 2. In issue 7a box of the Best you gave Mario 3 74% when it's worth 100%.

Kids, you said that Super Mario Bros is crap, but I loved it!
■ Richard Levenson, Poole

■ **OK, you found us out!** — we accidentally put the wrong score in for Mario 2! It's a fantastic game and really worth 84%. Super Mario Bros was an arcade game almost ten years ago and is now very dated so therefore doesn't compare so well against modern games.

Going grey

Maybe can you tell me why there are hundreds of games in mail order catalogues that I've never seen reviewed? I know a lot of these must be American or Japanese, couldn't you import some and review them?

For example on the ones I've seen like such as *Gen Earth*, *Super Man Ultra Man*, *Tiger Crusade*, *Deal of the*

Get a grip...
Get your



Out!

Yes, have your N-FORCE Xpress card ready because this could be your lucky day. There are loads of fabulous prizes every month waiting to be won. To claim your great gift, just match the winning number on your card to the numbers on the next page. It's that easy!



So you want to be a pro star? Check it out! If your number matches the winning number on the bottom, you win this complete band set! Everything you need to start performing.



Luke's rendition of Power is a bit of an offshoot. Motivated by the look of the drawing, we'll send Luke, there's an extra-big N-FORCE T-shirt on the way...

Best and Worst: Also how would you rate *Sim City*?

■ Neil Young: Excellent on Avon. 9/10.

■ We do review most of them — sometimes, however, there are too many to fit in one issue, or they are on sale before N-FORCE is. *Sim City* is a great game — we gave it 8.5% in issue 3.

Contra-dictions!

Congrats on the last mag. So far I have collected all issues under the

sun!

One plea though — would there be a stylish, colourful, totally tack and blue hedging-pollution-free logo, grossly idiotic to keep N-FORCE mags where they should go (you might have a habit of wandering at night and writing up in every state magazine.)

That's about all the quibbles on the mag. Anyway after reading issue 3 I spotted an advert for Super Probotector — nice! (Bonus: This looks a complete off-top Game Spot 8) — The Alien Wars. This also

Letter of the month!

More boys please!

I'd like to take the opportunity to say that the Game Boy reviews although brilliant, are a little bit scarce and I would be overwhelmed to see a few more aimed about the place. To sound off, could we have a few more tips in the already massive tip section please.

■ Kevin Owsen, Clewmore, Stroudville

■ We're always trying to pack as much into N-FORCE as possible. Game Boy reviews and tips included. It's just at the moment there are more new games around than we can test games. But we always try to look at as many games as we can in all these letters.



applies to *Unlucky Soldier* and *Super Turmoil*.

I've also noticed that most advertisers I have got free, or for, old games for sale (eg *Contractor*, *Supremacy*). But to contradict that, in almost every electrical store there are at least ten games for the sale. By the way, for voters, get *Granada 2* — The new beach from Sunsoft one of its ace — one of the best games I've ever in age!

■ Chris Jones, Quevedy, Stroudville

■ You're dead right — *Super Probotector* is the English version of *Contra Spirit*, and it looks that the extra may be the case with *Super Turmoil* when it's released. And by the way, you can get some very nice N-FORCE stickers from our next issue page.

Street Fighter zero?

I can see the proud owner of the belt and I thought I would bring it to your attention that there is a third *Street Fighter* game.

INSTANT WINNERS...

Hey, you. Yes, you! Don't turn the page, you could be one of this month's lucky winners! If one of the following numbers is exactly the same as the one on your card, you win the game of your choice! You heard right, the incredible *Street Fighter 4* or the *Legend of Zelda*, or *T2* on the Game Boy in Hyper Soccer on the PC. All for the price of a phone call.

If you're one of this month's instant winners, send your card to N-FORCE, Instant win, Sandylands House, Mercombe, Lancs, LA3 19G.

564200

591111

607720

648200

500160

Call 0891 424199

Answer two simple quiz questions and get all the winning numbers.

Each month 50,000 (phone calls), 50,000 (all other times). Please call permission before you call. Maximum length of call is 60 minutes, which costs 01 88 (please refer to the text on the card). We advise you to call at off-peak times. All but one of our sites is available by sending an SMS to 8888888888 (N-FORCE, Sandylands House, Mercombe, Lancs, LA3 19G).



Ready for extra fun? In *Street Fighter 4* you'll have a whole new set of moves, and it's yours to enjoy. Call now to get your copy of the game. Call now.

Need a card?

Your card wins if you don't have a card. To get one, send an SMS to 8888888888, Mercombe, Lancs LA3 19G.

Say What?!

This month's most quotable quotes...

I would like to tell you M-FOURCE is the greatest magazine to hit the shelves ever.

■ Andrew McCarthy, 110, Danbury, CT, Yorkshire

I would be very grateful if you put my picture in M-FOURCE so my cousin who lives here in

■ Kevin

I've read this letter to brighten up the magazine slightly.

■ Luke Armstrong, The Girl Magazine, Peover

Could you make the year letter of the millennium?

■ Paul Vandy, Stroud-on-Avon, Stroud

I'd just like to say thank you for helping me find my dream! I really do feel that my dream has been made!

■ Ping Saunders, London W11

Oh, by the way... can you say hi to my best friend Lindsay Miller & tell her, Jason, Chris and Jerry love you and tell you, Hi! Also, hi to your pet, Hattie!

■ Lindsey, 110 Pk, Westbury

Another winner is my best dog!

■ Damon Subwood, Glaston, East

I think your mag is really useful for the love for Nintendo.

■ David Joseph, Buxton, East

I think Doraen Shira is really nice!

■ Dawnie No, Birmingham

I would like to tell you that I had a very nice experience.

■ Jason Robinson, East

My T-shirt size is 30 inches and I am ten years old!

■ Steven Brown, Preston, Lancs

Is there such a thing as a Mega Drive converter for the M3?

■ Stuart Pyper, London

Super amazing! Great!

■ Marc Dopent, Avon, Birmingham

What's the Norton Cat?

■ Frank, New York, NY

what's your and a sister called Sam-Louise.

■ Brian James, Gloucester

I'm 18 years old and I love your magazine.

■ Ryan Douglas, West Hill, Manchester

What happens if you get's out into it a 100?

■ Bob Brown, Yorkhill, Liverpool

How did I like because my older brother like!

■ Quentin Wright, Scotland

How do I get a really excellent or is it too hard to get that?

■ Peter Evans, West Gloucester

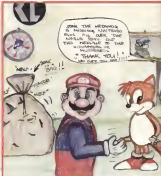
My friend, Steve, says Nintendo should give it to you for Christmas for his year!

■ Alan Jefferson, Always

DYNAMIC DOODLERS!

What a month it's been for budding artists in M-FOURCE! We've had some cartoon, Euro Madness with a couple of letters to Dora Udding Sarah's but unfortunately we can't fit all in - here's a list of those budding artists:

- John Green**
- James Dixon, 30** Sapperton
- Levin Bryant, 31** Great
- Daniel Williams, 11** Leicestershire
- Kevin Robinson, London**
- Sam Roberts**
- James Lee, Scotland**
- Julian, 10** West
- Clive Ellis**
- Doreen Mayer, London**
- Steven Brown, London**
- Kevin Dewarton, 10** Leicestershire
- Steven Dewarton, 10** Leicestershire
- David Chess, 10** Leicestershire
- Neil Hagan, Leicestershire**
- Paul Broadwater, Kent**
- Neil Ford, 10** Kent
- Samuel Bart, 10** Leicestershire
- Doreen Mayer, 10** Leicestershire
- Lee Broadwater, Kent**
- Lee Tiller, 10** Leicestershire
- Christina Kelly, Kent**
- Daniel Broadwater, Kent**
- Luke Franklin, Kent**
- Adam Wilson, 10** Leicestershire
- Doreen Mayer, 10** Leicestershire
- 1, West**
- Doreen Mayer, 10** Leicestershire
- Kevin Dewarton, Kent**
- Greg Catterall, Somerset**
- Doreen Mayer, Kent**
- Luke Broadwater, Kent**



You can't help feeling sorry for Mario sometimes, can you? Kevin Dixon shows the newspaper and how his brother James M-FOURCE sent him the same as it.

Has any of you known about the first two out. It's a little known fact that there's a Kibbing Machine (KIB) in a game called Kibbing Machine (KIB) and it's a really good one!

I'm also glad the team have kept the KIB in the game as it was the console then built Nintendo up.

■ Damon Sutherland, Cheshire, East

Thanks for the tip on M3! We've heard of it but never had the chance to play it. We're really excited by the prospect of the new and its price and will continue to edit for our KIB readers.

A change for the better

I used to be a very frustrated owner of a Mega Master System - I have to tell you it was a load of crap! I bought a copy of SEGA FORCE and it's perfect!

How two months after buying the M3 I am a happy owner of it. I bought a copy of M-FOURCE and I am pleased to say it was much better. SEGA FORCE started from issue 5 and I can still buying it!

■ Martin Tang, Hove, Brighton

We're very glad you saw the light and decided to convert to Nintendo. I'm sure you'll agree it's a much better system. SEGA FORCE is not a bad mag, it's just you clearly have to own it to understand it!



It's back from Tails, searching for his lost princess. Greg Catterall (12) of Somerset got you to prepare for it - don't let an unoriginal mag cause your rage!



Mega defence

I don't know why people who own just Nintendo have to slag off Sega so much. It's pretty easy and own both a Mega Drive and a Super Nintendo, and there's not that much difference between them.

People should realize it doesn't really matter what console you're got, as long as the games are good.
■ Colin Peeler, Southampton

How can you say there's not that much difference between the two and the Mega Drive — damn! Sega's almost two years not so advanced and has definitely better games...

This is the place to be if you have anything to say about anything Nintendo. Just send 'em to Junk Mail, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Don't forget we like a mug shot as well...

What's your problem?



Got any hassles? Can't find that illusive game? Got problems with dirt under your finger

nails or is your cat too fat? I'm here to solve all these quibbles so send your problems to: Nick Roberts, What's your problem?, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Bossy boots!

This is my first time writing to you, so before I ask some questions I would just like to say what a good mag you have and! but everyone reading this letter's asking the same thing. So here it is the question I am very confused. Many machines sold there left, another mag sold there is, so because your hobby is truly I thought you would know. Please tell me if there's a code to play the four and because of Street Fighter 2, if there is please let me.
■ Matthew Algea, London, 2096

Boy blues

What do you receive Techno for the Game Boy — it's brilliant.
■ Kevin Dawson, Dismore, Shropshire

As soon as one of our mail order companies send it to us!

Question kryz

I find your magazine a great. Please could you answer these questions.
1) Is Final Fight and St. Fighter any good?
2) Will Home Adventure be out on the Super NES?
3) Is it true that Nintendo is coming to test, out and Super Boy?
■ William Mills

St. Fighter is a job of you but Final Fight isn't a bad beat-brave Home Adventure has been cancelled as the game for a long time... But don't touch it with a barge pole. As for Test, yes it's proved but there are no official release dates yet.

Seedy films!

Please answer these questions that it's getting to your superior knowledge

on Nintendo.

- 1) When are Nintendo releasing the CD-ROM on the two and will they receive a new Mario game for it?
- 2) Out of these games the Game Boy which one would you rate as the best? (Mega Drive, Super Game Boy, Game Boy Advance, Game Boy Color, Game Boy Advance)
- 3) Do you think I should buy Street Fighter 2 or Street Fighter 3?
- 4) David Joseph, Epsom, Surrey

The same official release date for the CD-ROM is a question this year but you can't get your hands on it yet we'll see it on here at N-FORCE much sooner than that. There's bound to be a brand new Mario game for it and it's going to be a smash!

One of the best films they game I've played is White Land 2 and the best levels are a bit but very really. Probotector's not bad either.

But just couldn't stop playing Star Wars on the two as you can't say later than that!

Universal pictures

It's true that the Universal Master have taken the power from the two and that they can't show it off in the main making it a better! They could you please tell the other John Madden Football 94 is coming out on UK release on the two, and is there any chance of getting the best levels?
■ Mike J. Doolley, Warrington, Cheshire

I wish people would stop sleeping about the Universal Master! There is absolutely nothing wrong with using one to play imported games as your main. It doesn't use up any more power and we've never heard of one blowing up a console. Some

of the cheaper versions that have appeared have a bit buggy but if it could, please see us at N-FORCE before you buy!

STREET has got to be a release date but you can get it on import now! If you want a back issue of the mag then check out the back issues page!

I'm Dizzy!

Is Dizzy or why do you print letters that say 'why don't you do things like Drive your review — can't they read?'
■ Do you think I should get Dizzy going on my Mega Machine play thing?

- 1) Why is the Game Boy (and other consoles) when the Game Boy isn't going to be played?
How you can answer these and post my letter in you excellent mag.
■ Jason Cross, Shrewsbury

We print weekly letters for a bit of a laugh really! As for these two games, it depends on what sort of a gamer you are. Dizzy is an excellent cartoon adventure and Dizzy Advance is a bit more like the best of it!

What's an Amiga?

Firstly I would like to tell you that it's more like the greatest computer to hit the shelves ever! Please could you tell me if the new Amiga 1200 is better than the old for games. My brother says it is, but I want to know for sure!
■ Andrew McCarthy (T), Doncaster, 4 Yorkshire

Now, the differences between the new Amiga and the old are vast. For a start they have the highly differentiated markets. The Amiga is a home computer which means you will be able to play letters, and accounts, run music programs and actually software as well as play games. The rest of the other hand is a 100% gaming machine for dedicated game fiends!

I would say that the new is far better for games. The hardware doesn't really count, it's the cartridges that store all the new profiles coming from Nintendo like the Special FX chip. Some games can have up to 16 meg of memory or just like the old, think you'll love the new Amiga 1200 or the beautiful Street Fighter 2 or Galaxy the Robot for example!

Hyper-Zone

So you're pretty good at those new games you got for Christmas — let's see just how good. Here are the best of the best, the few whose amazing skills have secured them a place in the Hyper-Zone Hall of Fame. Do you measure up?

LAST LARGEST ESCAPE FROM CLIMB

SCORE: 1,000
 Ben Gardner, Farnfield, Nottingham
 score: 10,000

50 YEAR DEFENSE OF THE JORDIS

SCORE: 100
 Ben Gardner, Farnfield, Nottingham
 awarded 100 (100)

WARRIOR

SCORE: 10,000
 Richard Condy, Mablethorpe, Kent
 10,000

WARRIOR

SCORE: 10,000
 Richard Condy, Mablethorpe, Kent
 10,000

WARRIOR

SCORE: 10,000
 Richard Condy, Mablethorpe, Kent
 10,000

WARRIOR

SCORE: 10,000
 Richard Condy, Mablethorpe, Kent
 10,000

WARRIOR

SCORE: 10,000
 Richard Condy, Mablethorpe, Kent
 10,000

WARRIOR

SCORE: 10,000
 Richard Condy, Mablethorpe, Kent
 10,000

WARRIOR

SCORE: 10,000
 Richard Condy, Mablethorpe, Kent
 10,000



FRISKY FOOTER
 10,000
 Simon Peacock, Grays, Essex



Good Moments was so excited by his 10-Zone score he photographed his television. Not TV Show, but world grade a picture of you next time.



FRISKY FOOTER
 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

Ben Gardner, Farnfield Nottingham

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

FRISKY FOOTER

SCORE: 10,000
 Simon Peacock, Grays, Essex

Best of 3 using all 8 legs really
WARRIOR
 David Baker, Buxton, Rutland
 Best of 3 using all 8 legs really
WARRIOR
 David Baker, Buxton, Rutland
 Best of 3 using all 8 legs really
WARRIOR
 David Baker, Buxton, Rutland
 Best of 3 using all 8 legs really
WARRIOR
 David Baker, Buxton, Rutland



Please mark my fantastic scores in the one and only Hyper-Zone Hall of Fame!

1. _____ Name _____

2. _____ Name _____

3. _____ Name _____

I can't type and that's the truth! I have put in a photo of myself so I look like Tom Cruise!

Name _____

Address _____

Postcode _____

Send your high scores (if you dare) to Hyper-Zone, N-FORCE, European Impact, Ludlow, Shropshire, SY11 1PD

GRAB A BARGAIN AT THE ONE AND ONLY...

N FORCE
100% FOR NINTENDO!

SUPERSTORE!



ACTION REPLAY
Action Replay: The ultimate cheats expert... is a powerful cartridge letting its own go loose! It's also specially designed to allow you to activate "no program" so your cartridge as you can now play your favourite games to feature you and not have your system and then play it to distraction. The 2645 and the 2643 version also allows you to play American or Japanese version games on your UK console. The Game Boy version is the size of a normal cartridge so you don't have to carry any bulky hardware. Action Replay is so easy to use. All you do is use the special control pad... it couldn't be simpler.

Price: £12.95 - Code: 4829

Price: £12.95 - Code: 4829

DATL SNES UNIVERSAL ADAPTOR

With the SNES Universal adaptor you can play ANY Japanese or American cartridge on your UK Console. It also works as a dual game adaptor and has a switchable game selection.

Price: £17.95 - Code: 4829



MAGNIGHT

For Game Boy breaks here's a magical Magnight which will illuminate and enlarge the entire Game Boy screen as you play. Available for a short period while stocks last at an amazingly low price of £12.95

Price: £12.95 - Code: 4829



LASERSCOPE

Take noise to the power! Now, you have the power to track and destroy targets without using your hands. The Laserscope voice controlled noise headset works with all NES target games giving you the ability to target and respond in action with the power of noise controlled. The headset can be used with all NES games to eliminate room noise while enhancing the overall fun of the action.

Price: £12.95 - Code: 4829



CORISH'S COMPUTER GAMES GUIDE

Corish's
COMPUTER GAMES
GUIDE



This book helps you get ahead on any game you come to terms on a wide variety of computer formats. Covers insider costs left by the programmers, cheats and tips to get past your opponents, how to skip levels, codes for infinite lives, time etc. also many other options.
Plus is the ultimate text book with "in excess of 750 pages" "in excess of 1250 games" "in excess of 200 adventures." "More than 120,000 facts, Tips & Tricks"
Price: £12.95 - Code: 4829



BACK ISSUES

Back Issues Code Price
No. 1992 750p £2.50
No. 1993 750p £2.50
No. 1994 750p £2.50
Limited number of earlier back issues also available at £2.50 each

15 ISSUE BINDER

Store your back issues in this attractive sturdy folder
Price: £2.95 - Code: 4829



DEADHEAD T-SHIRT

The ultimate fashion statement for every real Game Breaker - wear it or swing deadheads!
Price: £5.95 (UK) £6.95



(All prices include postage and packaging charges. All prices are in UK Pounds Sterling and include VAT unless otherwise stated. All prices are in UK Pounds Sterling and include VAT unless otherwise stated. All prices are in UK Pounds Sterling and include VAT unless otherwise stated.

N FORCE
100% FOR NINTENDO!

ORDER FORM

Order Form is only valid if accompanied by a cheque or bank order. All orders include postage and packing charges. All orders include postage and packing charges. All orders include postage and packing charges.

PRODUCT DESCRIPTION	REFERENCE	PRICE
Please add postage on detailed items (UK free of charge)		TOTAL £

Send to: **Europa Direct, FREEPOST, Elmwood Park, South Witley, G15 2BB** (no stamp needed if posted in UK). Products are normally dispatched within 48 hrs of receipt but delivery of certain items could take upto 28 days.

LEAVE BY TO:
 Ship/Purchase made south of Europe then
 Ship/Purchase made north of Europe then
Price Date:

Name

Signed

Address

Postcode

Daytime telephone number in case of queries

Order at any time of the day or night

By phone 091-267 1275

By fax 091-267 1274

General Enquiries 091-267 2061

Corish's Computer Games Guide
All orders include postage and packing charges

★ Bargains galore for game fiends everywhere! ★



Roll up, roll up! Come and buy, don't be shy. You just never know what bargains may be in store, unless you give N-MART a try!

● PEN PALS

- **Gamefiends!** The game fiend for gamers! Fun by game! Free swap service, club listings, tips & cheats! Latest! For details send S&E to 28 Churchfield, West Herts SG12 6EP
- **Play! NES Penguin wanted.** Any industry! sex and age under 15 please. Contact Alan Burgham, 161 Greenfield Crescent, Westburyville Portsmouth, Hants

- **POB 9239**
- **H. J.:** Two girls who love Game Boys and Tails. That need pen pals. Write to Glenn or Laura, 104 Livingston Drive, Longview, Missouri 64655
- **If you like Game Boy and NES classic titles to me.** I am ten years old, have a brother, my name is Kay, 21 Stafford Rd, Exeter, Manchester M20 9EM
- **My name is Wayne Butler, 36 Linthorpe, Thistle, Witley West, Molesey, E20 1JH age 14 I want a**

- **S&E** and am in search of a penpal please please
- **Penpal wanted** that own Nintendo NES systems between 12-15 years old, please swapped possible game swap, replies wanted must be honest. Tel: (2605) 43044
- **Penpal wanted** who owns a Game Boy and a good between 11 and 14 write to Ross Henderson, 11 Berrington Rd, Newmarket, Suffolk, Co. Durham, DL5 2AD
- **Penpal wanted** who owns a NES and is between 11 and 14 years old, Dennis Thomas, 18 Fleetham Close, Stockley, Luton, Beds, LU5 2RN
- **Nintendo tips, cheats, second levels and codes.** Send S&E to me for 3 games of your choice! S&E 130, Stabel Approach, Hayes, Bromley Kent BR2 7SH
- **Want a girlfriend or a boyfriend** will write to Perfect Partner, P.O. Box 111, Chertsey, Canterbury Kent CT4 7JX with S&E for more details

- game, contact James on (0209) 813096
- **Four games and Game Boy for sale** including Castles and Mario, call for S&E or swap for Game Gear. Contact Alan on 0204 62766 after 5pm
- **Game fiends everywhere** can't afford all those lovely games? S&E for info to Sandy, 176 Redlands Avenue, Lichore, P.O. Box, 8195
- **Game Boy for sale** including Mario 1, Phases Stars and Tails. Comes with carry case, for only £70.00. Contact Pete on (07983) 270
- **Game Boy for sale** with nine games, carry case, game light, vga. Call for £140.00. Call Gaby on (0205) 544999 after 7pm
- **Game Boy for sale** 4 games including Castles and Mario, call for S&E or swap for Game Gear. Contact Alan on 0204 62766 after 5pm
- **Game Boy games for sale.** They are Quake, Tails and 4 in 1 for £26. Duck letters for £16 and 4 in 1 for £26 and Alleyway for £12, or both for £30. Please bring a bit of fun on (071) 588 7943
- **Game Boy with nine games** including 8-in-1, also included including, Game Boy and game cases. Call for only £179.00 or separately. Phoni Chris on (081) 533 2927
- **Game Gear for sale** with Master Gear and two master system games and eight G&G games e.g. Sonic, Donald Duck etc. Phoni Alan on (0803) 723746
- **100 games for sale** — including Mouse, Dr Mario and Final Fantasy £12 each will also swap and buy good games. Phoni Alan on 021 6287233
- **NES for sale**, 4 player selector 4 joystick, call for £100.00 or swap for S&E with one game. Call (081) 378627 between 2-5pm
- **NES Mario Bros 1, Chip & Dale, New Zealand Story, Turles, The Simpsons.** £10.00. Ring (0403) 565952
- **NES Playhouse 170, Rygar £10, Double Dragon #1 £10, Turles £10, Game Boy Super Mario £10.00 for CTS. Phoni Justin on (0208) 017225**
- **NES plus five games, S&E!** World Cup, Double Dragon 2 plus advantage joystick handle used with S&E accept £180.00. Phoni (091) 998 9978 see for Tom
- **NES Terminator 2.** C21 Phoni ring (084) 528 2328
- **NES with eleven games** including Shadowgate, Castles and Tails, Star Wars, Fantastic Fox, Fighter Shadow Warriors, Ironsword. All for



● FOR SALE

- **Great keyboard** 80 games, 100 levels, easy to play of keys, call for £50 call Wayne on (0803) 684304
- **Console swaps** any type and WWF. Write S&E to me at 4 for £15. Contact Stephen at 140 Wymond, Chastell Leighton, Co. Down, BT91 7TJ
- **Fastest S&E game** for sale. Area 65, Cyber Formula 976, and Darius. Twin £25 each or will accept almost any! Phoni (0204) 148207 (James)
- **For sale** — Game Boy and four games and a magnifier £100, also three NES games, Turles, S&E and World Cup. All for £100. Tel (0844) 2060
- **For swap or sale** Dreaming 2 & Better Man for Game Boy. Send £15 each or swap for any good

£200, call John on (0446) 802694

• NES with nine good games fully boxed (ask for £150 and Tel: (081) 492 2814 after 6pm

• Nine good NES games fully boxed ask for £190 only Tel: (081) 492 2814 after 6pm

• Nintendo NES for sale including 40 great games Duck Hunt, Duck Tales, Kung Fu Masters, Gherkins, 3-in-1, 3-in-1 Plus, light gun and five controllers. Phone on (0545) 583617
• Nintendo NES for sale with nine games Game Game, five months old worth over £300 sell for cheap £85 or £185 ask for David on (0446) 82983

• Nintendo NES for sale! Ten games including SMB3, Turbulent Ugly, game cards and two joysticks!

All together worth £375 selling for £120. Phone Joel on (0328) 286500

• NES for sale includes a two joy pads and six games, all boxed will exceed £120. Phone Tom on (0706) 217221

• NES for sale with 7 games and light gun, worth £290 will sell for £175. Tel: info call (0687) 814280 after 6pm

• Nintendo with 16 games, Joystick and cheat books. Worth over £750 will be £350 only. Games sold separately £20 each. Phone (0682) 505710 (just state)

• FC Engine GT including two games Judo, Chain and Pe cards for sale. Boxed and in perfect condition, worth £280 will sell for only £185. Phone (021) 465 7083

• £70 for UK NES, 650 parallel port. Complete with original box and instruction booklet. Tel: Andrew on (0422) 867947

• 100+ games for Game Boy including Tetris, Microcass, Hyper Lode Runner, Alleyway, 285 and 60. Price: (0433) 71 4390 evenings only please

• £800 for sale including Mario World, Super WWF and Street Fighter II (Berks), Pal version and two pads. ask the bar for £200 ring (0264) 684289

• £800 game for sale, Zelda. A link to the past. £30 or swap for SNECS game. Tel: (0475) 287285 (leave name and address)

• Super NES for sale (US) excellent condition, 120. Price: Asked at 071 354 9421

• Super NES for sale with Street Fighter II, Mario & 4000000 games. Complete with A and B113. Phone and ask for Matt on (081) 711 9629

• Super Nintendo for sale includes four top games, two controllers, console! Boxed and in excellent condition £250 only. Phone Dave on (0825) 871 584. Swapport a see

• Ten Super Nintendo games including 249, Assault, Prince of Persia, Mystic Maze, Street TV and Pilot Wings. All in great prices. Tel: Steven Arnold on (0664) 752200

• Super NES for sale £500 £90. Phone: Richard at 071 354 9421

● SWAP

• For NES will swap Bush and Attack for Link. ask for Paul after 6pm on (0952) 614247

• I have Super Protector I want Super Mario Kart. single along with Game with two and Nintendo 8. If interested, please phone James on (0446) 84833. Between 6pm-6pm

• I will swap my NES with 10 top title games, approx price 2 joysticks for Mega Drive. Phone: Glenn (0782) 771484.

• I will swap Breaker Table, with two carts and will call for NES with one game. Phone: Beth on (0737) 623407 after 6pm

• I will swap Super NES game Super Mario World with Castleania IV or Alien Penalty. Tel: (0903) 207914 (or with Super Protector or Axtley)

• I would like to swap Game HD, for Tetris on the Gameboy. Tel: (0284) 708183

• PAL Super Nintendo, two joysticks, start best (power supply) etc for exact American SNECS or Scott Super American Ring. Phil on (0494) 304494 (daytime)

• State or One (NEC) for two Ducks ask for Paul after 6pm. Please phone (062) 614247

• Great games for swap — F-Zero, Super WWF, Super Mario and any games considered will sell ring and ask for James on (0623) 726228

• Super NES games for swap or sale. Please: Steve after 6pm on (0483) 321172

• I will swap my game Boy with two games AC-Adapt and early view for your Game Boy with one or more games. Ring: Profectus 014522 ask for Andrew

• Swap NES games Asterix and F-Zero. Almost anything considered will also buy games. Contact: Robert Reed 42 Buxton House Street, Edinburgh EH17 8HS

• Will swap Super Adventure Island

plus £10 for Super Mario World or Super Mario Bros 4. Phone after 6pm ask for Steven on (0265) 738275

• Will swap my Yamaha keyboard (£500) with £200 for your Mega Drive or SNECS with game or call for £145 only. Tel: Ring (0488) 803794

• Will swap 8-in-1 TV (Jaco) and Super Tennis (UK) for any UK game. Contact: S. Mario Kart, Ghostly in Dreams, Am City, Turbulent TV. Water: Un-Swap, Learnings, etc Ring: Richard on (0444) 30821

• Will swap WWF (NES) for almost any other SNECS game. Phone: Chris on (0444) 298287

• Will swap American 8-in City for either NES, Am City or Physical Ninja. open to offers for other SNECS game. Tel: (0626) 712822

• Will swap Romani Hyper Soccer (NES) based with instruction for NES. Open call (ask me how) Call: Gavin on (0482) 632184

● WANTED

• Game Boy console please! This is a two-boy house. Will pay reasonable amount. I am also interested in games. Nintendo 10 Down Street, Bristol, GSK 124, or ring 0782 643807

• NES Game Game wanted, pay £15 and any better games pay up to £10-£20 depends on the game. call Paul on (0692) 821510

• Wanted SNECS or Megadrive. must be in excellent condition. Tel: (021) 449 7949

● CLUBS

• Want the ultimate game fanzone? Send large SAE to Pete, 194 The Oval, Beveridge, Herts, SG1 5TW (NCFV)



It costs nothing!

SEARCHED INDEXED SERIALIZED FILED MAR 03 1993

SEARCHED	INDEXED	SERIALIZED	FILED

Name _____ Address _____

Tel _____ Post code _____

• The FREE will be sent, but won't be sent to you until you have sent your FREE. This responsibility lies with you and we do not accept any liability for this.

NEXT MONTH

And yes, it's going to happen again in four weeks time. There'll be a brand new N-FORCE, full of...

● **The Big Breakfast!** Don't miss our Master Blaster column with Ben the Boffin!



● **Chester Cheetah** Fast, wild and very cool. It's top snes platform action starring Chester the cheetah!

● **Push Over** Pull your hair out! We review the brain-draining domino-topping puzzler, Push Over on the snes!



● **Aliens vs Predator** First peak at the great film licence *Aliens vs Predator*, a wicked one- and two-player beat-'em-up for the snes. Scared? You will be!



● **Bubsey the Bobcat** You've read the preview, now check out the full review of the stunning *Bubsey the Bobcat*. Wild and wacky fun from the furry hero that's taking the snes world by storm!



● **French cartoon hero, Asterix, comes to the Game Boy!**

On sale
Thursday
March 11.
Can you
afford to
miss it?!

© 1992 by an independent magazine
from Singapore (print)
Ltd. (Singapore, printing)
Singapore 0574 0301
(Tel. 1004 07000)
Fax. 1004 07044

Editor in
Chief

David 'Oz' Green
Deputy Editor
Neil Shubin, Robert
Woodward, Peter
Yang, Joe Hill,
Mark Wilson,
Carl James, Rowley
Nev, Don Williams,
Contributors
General Traffic: Rosalind
HUSA
North: Mike Hill
(London)

Design

Kit Dwyer
Cliff White, Peter
Kempster,
Gordon 'Gibbo' Gibson,
Alin Lewis,
Ian & Lisa Adams
The N-FORCE
Team: Tony Bennett,
Andrew 'Fang' Bennett,
Brentley
Mike 'Hinter Egg' Patterson

Production Manager

Peter John Brown, Linda
Spinning, Tony
Johnston, Michelle

Advertising

Advertising Manager
Sheila Jackson, Angela
Advertising Editor
Michelle Dean, Richard Kesteven,
Paul Popper, Nigel
Advertising Production
Janet, Andrew and Sarah Morris

Comments or

Problems
Editor: Jacqueline McKenzie
Production Director
Roger Woodhead, Barry
Managing Director
Jonathan Day, Ian Blair, Nigel
Creative Director
David 'Lizard' Wilson

The editor's job has to be that of
a competitor. Full rates are available
on request. All competition rates are
subject to availability and discounts
cannot reserve the right to substitute
another rate if a rate is not available. No special
discounts for future advertising need to
be offered unless accompanied by a
completed address correction

© 1992, Super HERO. N-FORCE (Game Boy) are
trademarks of Nintendo of America Inc.

All content within are copyright of
Nintendo of America Inc. All trademarks
and copyrights are recognized.

© 1992 Singapore (print)
no material may be reproduced without
prior written consent.

Printed in the UK by BPCO, Business
Magazines (Europe)
Distributed by CUB
ISSN 0949-0078
Cover designed by Oliver Day

THE **QT** TopFighter

THE FIRST TRULY PROGRAMMABLE JOYSTICK

DON'T GET **MAD...**



GET **EVEN...**!

At last you can program any combination of moves onto one fire button to give you the power to beat the best of today's video games such as Streetfighter 2 by Capcom

AVAILABLE ONLY FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM

Main Features include ...

- Action Sequence Learning Facility
- Solid Steel Steel Shaft
- LCD Display
- Robust Metal Cabinet
- Autofire
- Arcade Quality Switches
- Slow motion
- Extra Long Connector Cable

SUGGESTED RETAIL PRICE £69.99 INC. VAT.

SPECTRA
WINDYBUSH
TEL. 081-922-2201

Another winning product from .

AVAILABLE FROM ALL 6000 COMPUTER STOCKISTS

THE ONLY NINTENDO READ YOU'LL EVER NEED!

N-FORCE

100% FOR YOUR NINTENDO!

N-FORCE is an entertainment magazine which is not connected with Nintendo of America Inc.

In your face!



The Big Breakfast's Zig and Zag on life, the universe and Mario...



Crazy cartoon capers with... **Tiny Toon Adventures** bouncing onto your SNES!

WIN! £3000 of prize pickings!

- 200 Game Boy helmets and Special King joystick from Daniel
- Bags of Ferraro Fashket!
- A drum kit, guitars and keyboard!

On the prowl with...

BUSBY THE BOBCAT

In Claws Encounters of the Furred Kind!



CALL & ORDER TODAY

 0141 535 1171

 N-FORCE

 CREATING THE CHANNEL